* struct stack { /\* a stack of integers \*/

int top; /\* indicate the position of the

current stack top within the array \*/

int items [STACKSIZE];

};

* struct stack s;
* s.top = 0; /\*initiate a stack and the stack is

empty \*/

IsEmpty(s){

if(s.top == 0){

return true;

}

else{

return false;

}

}

IsFull(s){

If(s.top==STACKSIZE){

return true;

}

else{

return true;

}

}

Add(s){

If(top>=STACKSIZE){

cout<<”Stack is full, cannot add element”;

exit;

}

else{

stack[++top] = item;

}

}

Delete(s){

If(top==0){

cout<<” Stack is empty, cannot delete element”;

exit;

}

else{

return stack[top--];

}

}