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TraverseStack here there's some problem
the users know what is elements, size only
the implementor knows how it works only

SoL: the SoL is passing a fn { implemented by user } to implementation level
"Display fn"
So now, user created a fn deals with his elem's type
and ~~user~~ implementer designed implementation level
to recive this Method.

Implem. LVL:

Pointer to stack Pointer to User fn "Display"

Void TraverseStack (Stack *PS, void(*Pf)(StackEntry))

don't forget!!! if we want to use the fn in this Scope:

Pf(Parameter) XX
*Pf(Parameter) ✓ → don't forget Pf is a Pointer

Implement StackTop in User Level

1- Pop the elem
2- take copy
3- Push elem again } Can we use same mechanism in implementation LVL?
Yes we can do it with same mechanism,
But!! More time, more Space

StackEntry and MAX STACK should defined by user

Stack.h → Portotypes, defineMax, struct, defineStackEntry
Stack.cpp → implem fns