

clear stack vs clear stack ??  
Free all elements { only let PS  $\rightarrow$  ZP = NULL.  
Let PS  $\rightarrow$  ZP = NULL

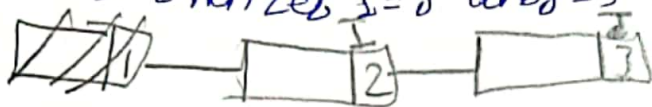
PS  $\rightarrow$  ZP = NULL;  $\rightarrow$  XX Wrong (waste memory)  
You should 1st Free elements

How  $\rightarrow$  2 Pointer technique  
I, J



1 - let I hold 1 and J hold 2

Free I then let J = I and J = 3  $\rightarrow$  so on



!! we can use 1 Pointer and Free PS  $\rightarrow$  ZP every time !!

Stack size Sn

- we can do it with ZCP, but we can do it with less complexity

$\rightarrow$  Create Fixed size in structure  
but ??  $\rightarrow$  there is trade off  $\rightarrow$  "More memory size"

"There are no solutions; there are only trade-offs"

which is ~~always~~ better ??  $\rightarrow$  wrong question - Thomas Swell -

Array-Based  $\rightarrow$  better in time

Linked-Based  $\rightarrow$  better in space

In general you cannot determine which better  
it depends on your application