C:\Users\Rich\Documents\NetBeansProjects\Lab06\src\ArrayStackBad.java

```
1
2 /**
3 * Implementation of the stack where the newest element is always added at index 0
4 * A bad way to implement a Stack.
5 * @author Richelin Metellus
6 * @version 02/24/2017
7 * (a)param <E>
8 */
9 public class ArrayStackBad<E> implements Stack<E> {
      public static final int CAPACITY = 1000;
10
     private E[] data;
11
12
     private int top_oldest = -1;
                                              //oldest element = indexReference/ position of first element added in the array.
13
                                     // think of this as an upside down stack
14
                                     // so last element added always at indext 0
15
     public ArrayStackBad(){ this(CAPACITY);}
16
     public ArrayStackBad(int capacity)
17
18
        data = (E[]) new Object[capacity];
19
20
21
     @Override
22
     public int size()
23
24
        return top oldest+1;
25
26
27
      @Override
28
     public boolean isEmpty()
29
30
       return top oldest==-1;
31
     @Override // by the public void push(E e) throws IllegalStateException
32
33
34
35
       if (size() == data.length) throw new IllegalStateException("Sta
                                                                                           ち
36
                                                both decrease
37
       if(!(isEmpty()))
                                                  Binaltaneondy
38
39
          int temp = top_oldest+1;
40
          for(int i = top\_oldest; i \ge 0; --i)
41
42
          data[temp]= data[i]; // shifting each element right to a higher index.
43
         (Litemp--; dota[i+1] = Vata[i]
44
45
                               // temp is = 0 after loop exit. this is similar to data = 0 after loop exit
          data[temp] = e;
46
                           // new element/last item in the stack is added at index 0.
                                                                                     darla [1+1] , L = - | DP 100p
47
                                 // update index since one more element is added.
          top oldest++;
48
49
        else
50
          data[++top oldest] = e;
51
52
      @Override
     public E top()
53
54
55
        if (isEmpty()) return null;
56
        return data[0];
57
```

```
58
           @Override
59
         public E pop()
60
61
              if(isEmpty()) return null;
              E answer = data[0];
62
63
              for(int i=0; i <top_oldest; ++i)</pre>
64
                  \begin{array}{ll} \operatorname{int} j = i+1; \\ \operatorname{data}[i] = \operatorname{data}[j]; \end{array} \longrightarrow \begin{array}{ll} \operatorname{data}[i] = \operatorname{data}[j] + \operatorname{data}[i] = \operatorname{data}[j] \end{array}
65
66
67
68
69
              top_oldest--;
70
              return answer;
71
72
73 }
74
```