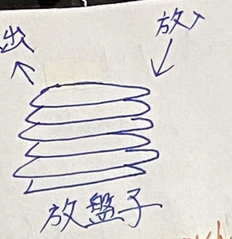
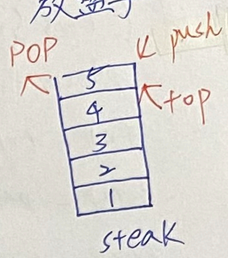
• 堆疊 (stack)：先進後出 (First in, Last out)

• 副程式：pop(), push(), isStackEmpty()

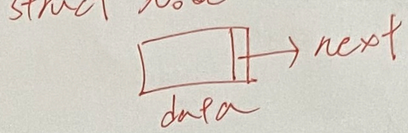
指標：top

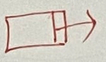


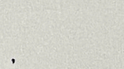



```
// ch5-2-2.h
struct Node {
    int data;
    struct Node *next;
};
typedf struct Node sNode;
typedf sNode *LStack;
LStack top = NULL;
extern int isStackEmpty();
extern void push(int d);
extern int pop();
```

// 結構：自己的裝盒子







外部的

```
// stack.c
int isStackEmpty() {
    if (top == NULL()) return 1;
    else               return 0;
}
Void push (int d) {
    LStack new_node;
    new_node = (LStack)malloc(sizeof(sNode));
    new_node -> data = d;
    new_node -> next = top;
    top = new_node;
```