STACK

- Collection of elemets
- LIFO
- Top end
- Push,Pop,isEmpty,Peep(Peek),isFull

ADT-Stack
Specifications for a Stack

- Void CreateStack(Stack *s);
- Precondition:None
- Postcondition:The stack has been created and is initialized to be empty

- Void StackEmpty(Stack *s);
- Precondition:Stack exists and it has been initiaized
- Postcondition:Return true if the stack is empty,False otherwise

- Void StackFull(Stack *s);
- Precondition:Stack exists and it has been initiaized
- Postcondition:Return true if the stack is full,False otherwise

- Void push(StackEntry item,Stack *s);
- Precondition:Stack exists and it is not full
- Postcondition:Arg item has been stored at the top of the stack

- Void pop(StackEntry *item,Stack *s);
- Precondition:Stack exists and it is not empty
- Postcondition:Arg item has been removed and returned in *item

- Void clearSrack(Stack *s);
- Precondition:Stack exists and it has been initiaized
- Postcondition:All entries in the stack have been deleted; stack is empty

- int stackSize(stack *s);
- Precondition:Stack exists and it has been initiaized
- Postondition:The function returns the number of entries in the stack

- Void stackTop(StackEntry *item,Stack *s);
- Precondition:stack exists and it is not empty
- Postondition:The item at the top of the stack in * item without altering the stack contents

- Void traverseStack(Stack s,void (*visit());
- Precondition:Stack exists and it has been initiaized
- Postondition:The function that visit points to, has been invoked for each entry in the stack,beginning with the entry at the top and proceeding toward the bottom of the stack