

```

1  /*-----
2  Copyright (c) 2014 Author: Jagadeesh Vasudevamurthy
3  file: dstack.h
4  -----*/
5
6  /*-----
7  This file has dstack class declaration
8  -----*/
9
10 /*-----
11 All includes here
12 -----*/
13 #ifndef dstack_H
14 #define dstack_H
15
16 #include "../util/util.h"
17 #include "../darray/darray.h"
18
19 /*-----
20 static definition - only once at the start
21 Change to false, if you don't need verbose
22 -----*/
23 template <typename T>
24 bool darray<T>::_display = false;
25
26 /*-----
27 Declaration of dstack class
28 -----*/
29 template <typename T>
30 class dstack {
31 public:
32     dstack(int size = 50);
33     ~dstack();
34     int num_elements() const;
35     bool isempty() const;
36     bool isfull() const;
37     void push(const T& b); // Stack copies b and holds. Now stack is the owner of b
38     T& top(); // user can get top by alias. He can change its contents also. See explanation in
        implementation
39     void pop(); // Remove top element from the stack. Nothing returned
40
41     void for_each_element_of_stack_from_top_to_bottom(void(*pf) (T& c));
42     bool display()const { return _display; }
43     static void set_display(bool x) {
44         darray<T>::set_display(x);
45         _display = x;
46     }
47     /* no body will copies or equal stack */
48     dstack(const dstack<T>& s) = delete;
49     dstack<T>& operator=(const dstack<T>& rhs) = delete;
50 private:
51     int _sp;
52     darray<T> _stack;
53     static bool _display;
54 };
55
56 #include "dstack.hpp"
57
58 #endif
59 //EOF
60
61

```