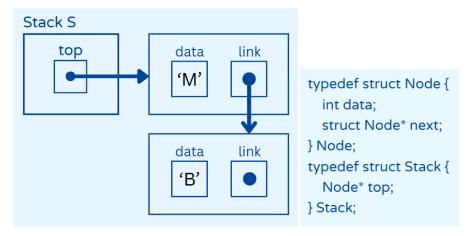
## **LL Stack**

## Variation 1

Stack is a linked list. TOP is a pointer to the first node of the list. It is initialized to **NULL** indicating empty.



Operations	Checklist	Example	
Stack* initialize();	<ul> <li>☐ Allocate memory for the stack structure</li> <li>☐ Initialize the stack's top pointer to NULL</li> <li>☐ Return the pointer to the stack</li> </ul>	<pre>Stack* S = initialize();</pre>	
<pre>bool isFull(Stack* s);</pre>	☐ Return false (linked list can never be full)		
<pre>bool isEmpty(Stack* s);</pre>	☐ The stack is empty if its top pointer is NULL		
<pre>void push(Stack* s, int value);</pre>	<ul> <li>☐ Allocate memory for a new node</li> <li>☐ Set the data of the new node</li> <li>☐ Link the new node to the current top of the stack</li> </ul>	Before: top -> 5 -> 3 -> 1 -> NULL push(S, 4);	

	☐ Update the stack's top pointer to point to the new node	After: top -> 4 -> 5 -> 3 -> 1 -> NULL
<pre>int pop(Stack* s);</pre>	<ul> <li>□ Check if the stack is empty before attempting to pop</li> <li>□ Get a temporary pointer to the top node</li> <li>□ Store the data of the top node</li> <li>□ Move the top pointer to the next node</li> <li>□ Free the memory of the old top node using temp</li> <li>□ Return the stored value</li> </ul>	<pre>Before:    top -&gt; 5 -&gt; 3 -&gt; 1 -&gt; NULL  int value = pop(S);  After:    top -&gt; 3 -&gt; 1 -&gt; NULL</pre>
<pre>int peek(Stack* s);</pre>	<ul><li>☐ Check if the stack is empty</li><li>☐ Return the data of the top node</li></ul>	
<pre>void display(Stack* s);</pre>	<ul> <li>Check if the stack is empty</li> <li>Create a temporary pointer to traverse the list</li> <li>Traverse the linked list and print each element's data</li> </ul>	

## Note:

For most operations, it is also common to return a **boolean value** representing whether the operation is successful or not.