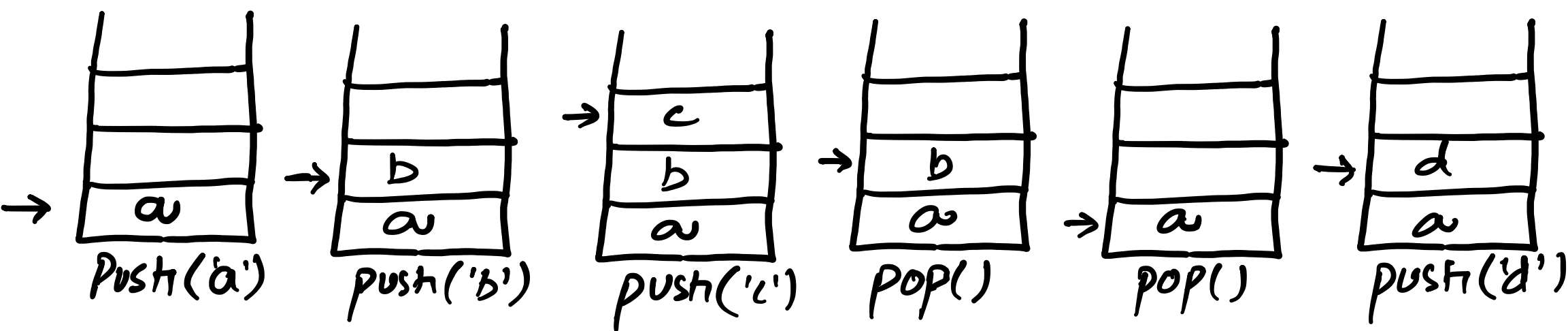
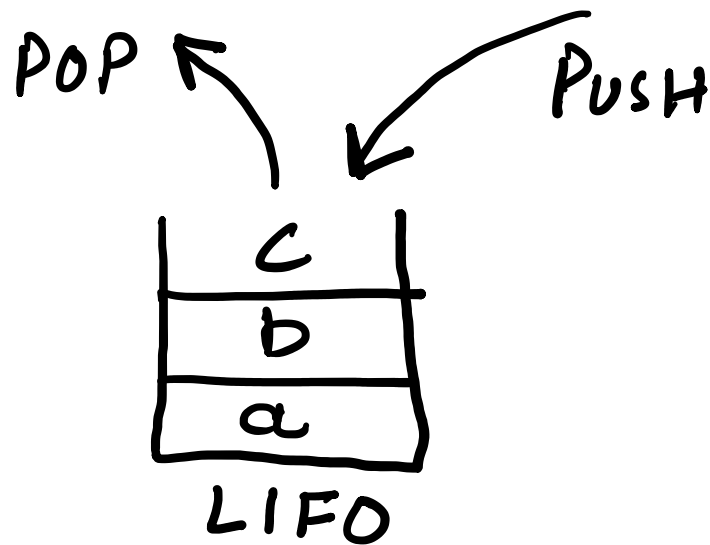


STACK ADT:

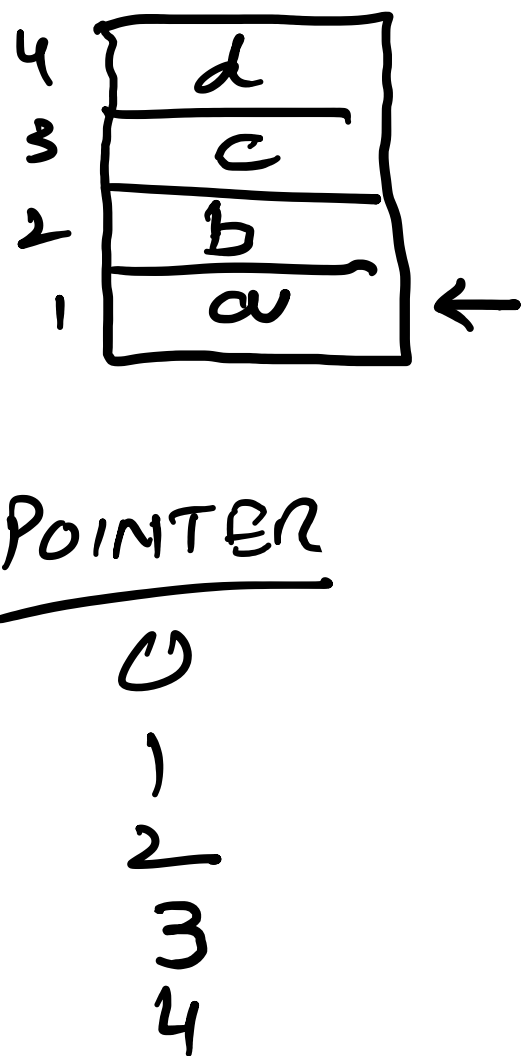


```
DECLARE STACK : ARRAY[1 : 4] OF CHARACTER
DECLARE POINTER : INTEGER
POINTER ← 0
```

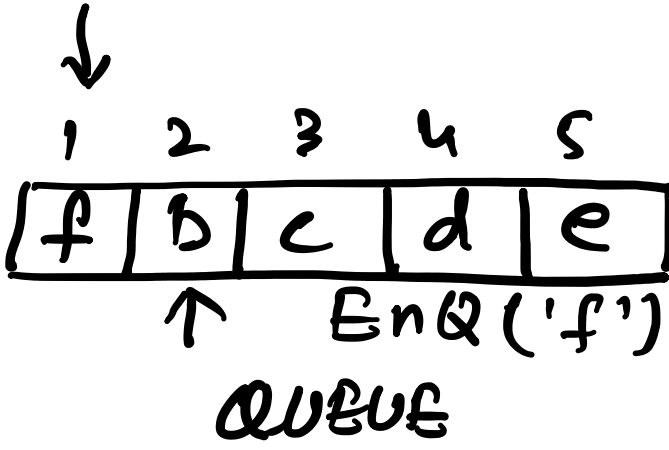
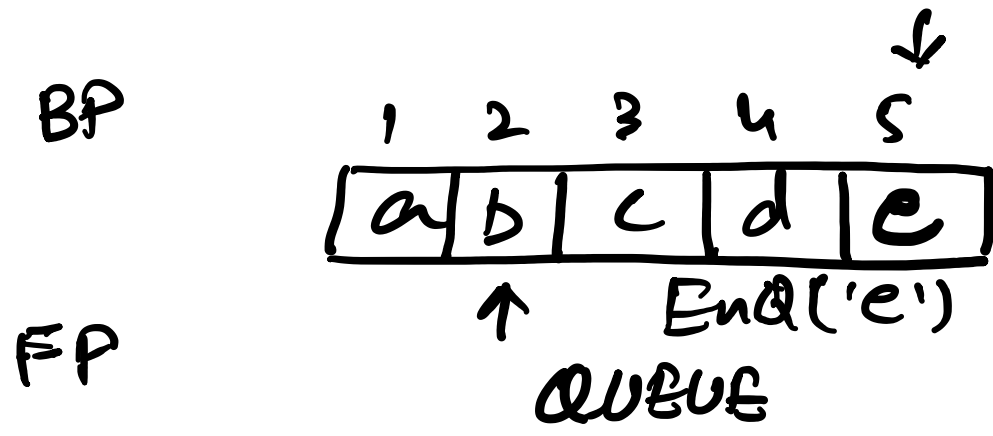
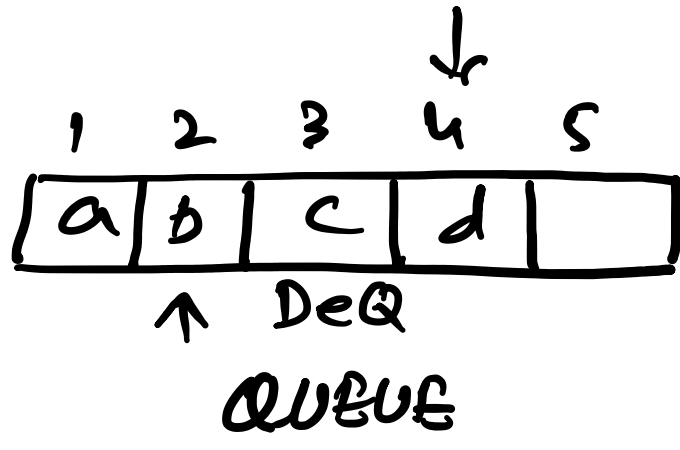
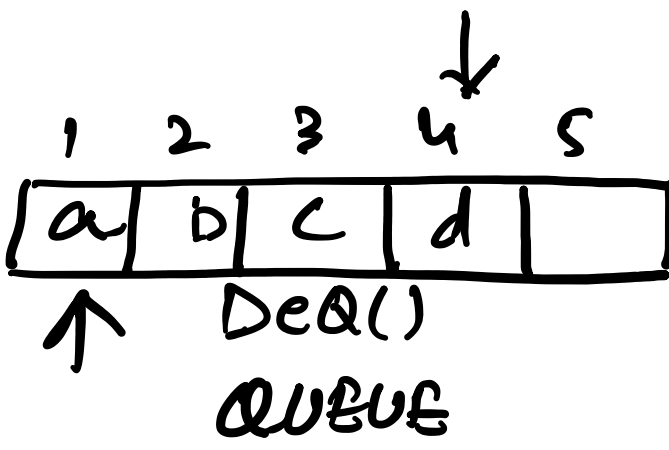
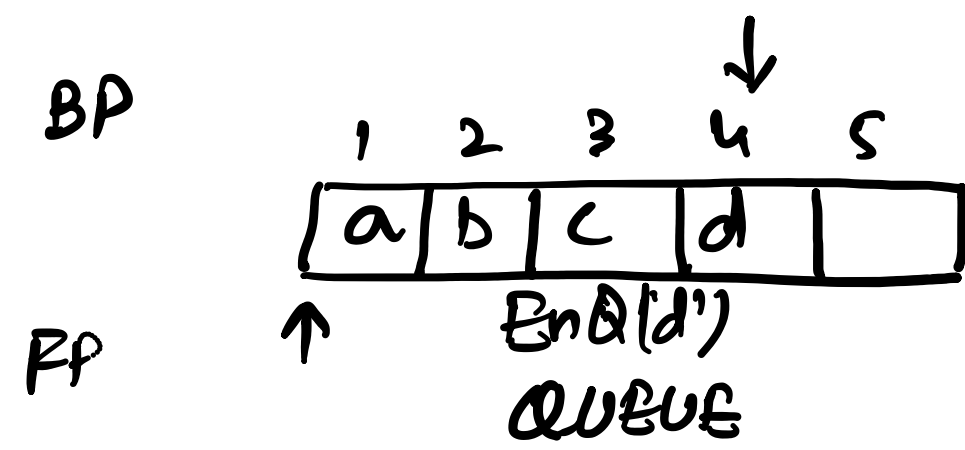
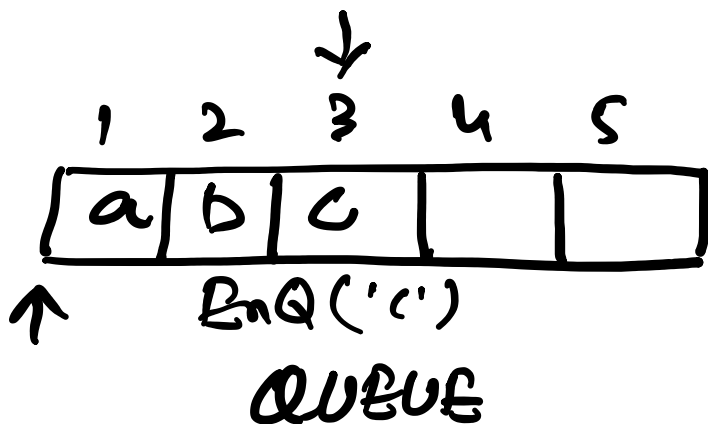
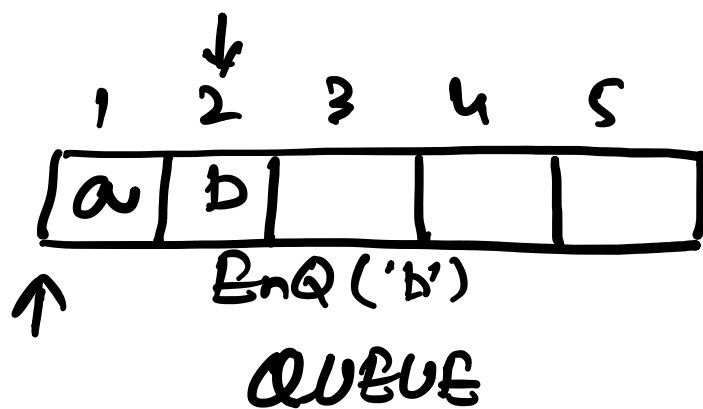
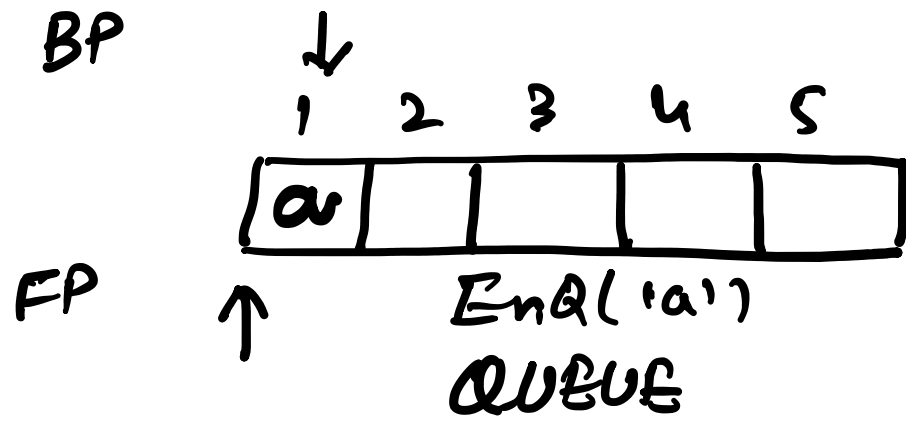
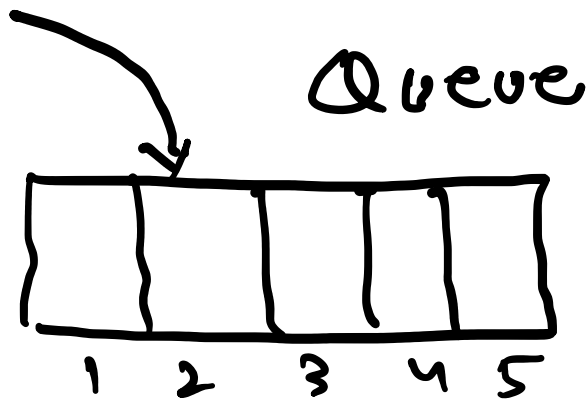
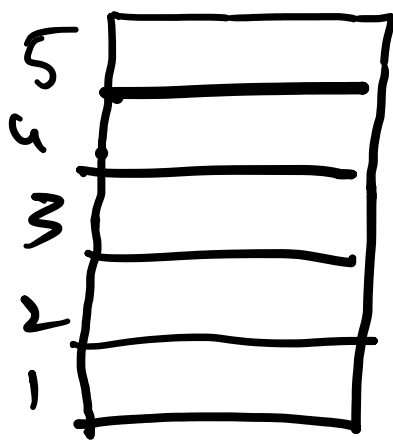
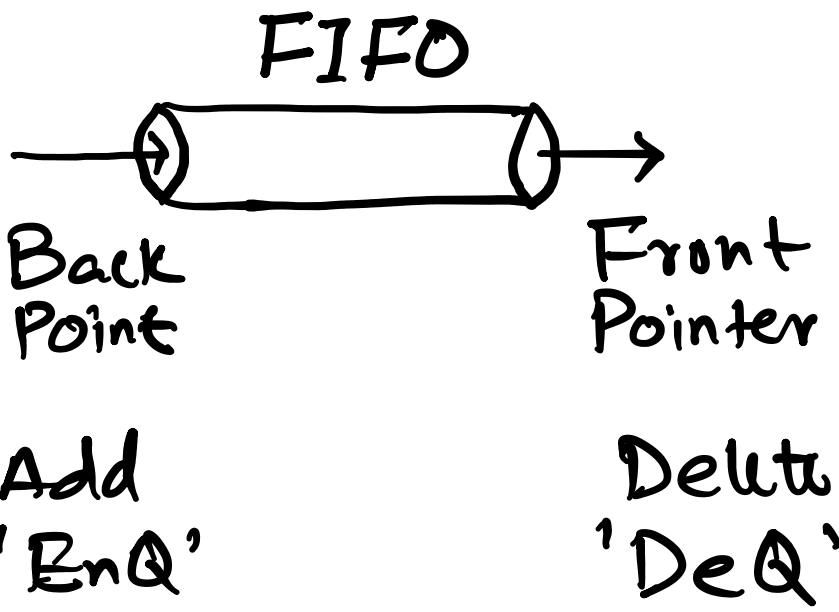
```
DECLARE newVal : CHARACTER
newVal ← "
```

```
REPEAT // PUSH
  INPUT "Enter val: ", newVal
  POINTER ← POINTER + 1
  STACK[POINTER] ← newVal
UNTIL POINTER = 4
```

```
REPEAT // POP
  newVal ← STACK[POINTER]
  OUTPUT newVal
  POINTER ← POINTER - 1
UNTIL POINTER = 0
```



QUEUE:



Circular Q.

