



Stack

- A stack is an ordered list in which insertions (or called additions or pushes) and deletions (or called removals or pops) are made at one end called the top.
- Operate in *Last-In-First-Out (LIFO)* order













6	Stack Operations: Push & Pop
YK	template < class T >
	void Stack < T >::Push (const T& x)
\leq	{ // Add x to stack
	if(top == capacity - 1)
	{
	ChangeSize1D(stack, capacity, 2*capacity);
	capacity *= 2;
	}
	stack $[++top] = x;$
	}
	template < class T >
	void Stack < T >:: Pop ()
	{ // Delete top element from stack
	<pre>if(IsEmpty()) throw "Stack is empty. Cannot delete.";</pre>
	<pre>stack [top].~T(); // Delete the element</pre>
	}
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