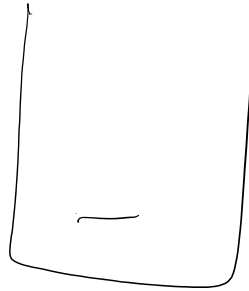


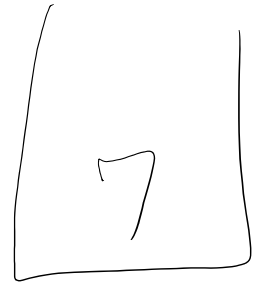
10 - 3

val2: 3
val1: 10

—
7



op stack



value stack

```
class stack
{
private:
    int * darr;
    int size;
    int inUse;

public:

    bool isEmpty ()
    {
        if ( inUse == 0 )
            return true;
        else
            return false;
    }

    // the following is a CONSTRUCTOR
    // Constructors are special methods
    // called when an instance is created
    // used to initialize the data members of the class
    // Constructors have the same name as the class
    // Constructors do NOT have a return type
    stack ( )
    {
        // initialize the values of the data members
    }
}
```

```
darr = (int*) malloc (sizeof(int) * 10) ;  
size = 10 ;  
inUse = 0 ;  
}  
  
};
```