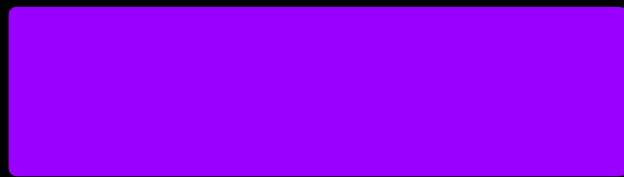


# Stacks



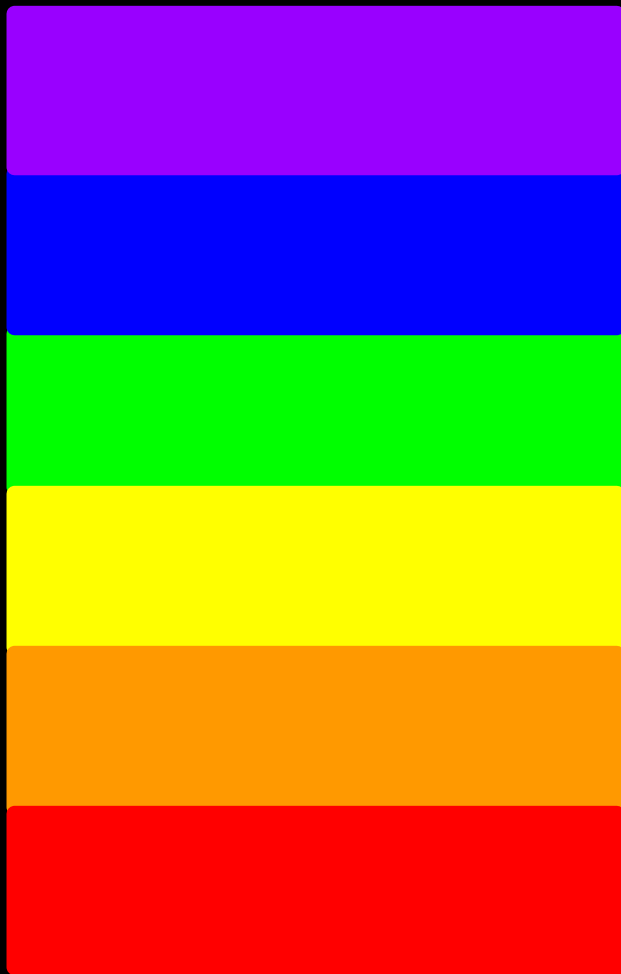


**push**

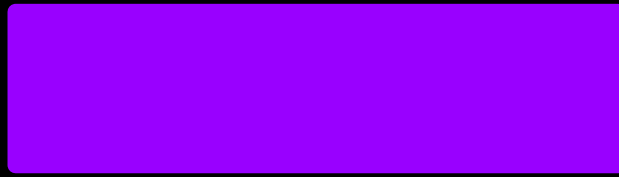


**pop**

**LIFO**



```
typedef struct
{
    char* strings[CAPACITY];
    int size;
}
stack;
```



push TODOs:

`size < CAPACITY?`  
store element at  
`[size]`  
`size++`

[5]

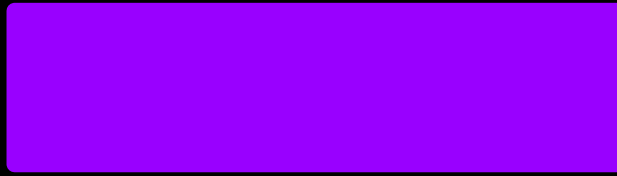
[4]

[3]

[2]

[1]

[0]



[5]

[4]

[3]

[2]

[1]

[0]

pop TODOs:

```
size > 0?
```

```
size--
```

```
return [size]
```