LAB #5 – Linked Structures

You will implement a simplified stack. Unlike a queue, you only insert at and take from one place. You also need get the next value to come off, and test if it’s empty. Nothing is ever done to or with any internal node.

A stack is a first in last out (FILO) structure. So the top of the stack will be the last item entered. You are not required to implement any other features of the formal Stack data structure. Be careful when you research this. You could make your program more difficult.

You will create a singly linked Stacknode. You will need to add an element and to take off an element. You should have these functions for your Stack:

```c
void push(char Value) // put a value on the stack
cchar peek() // see what value is on top of the stack
void pop() // remove the top item on the stack
?? isEmpty() // positive if there are no StackNodes on the stack
```

You will implement the stack, and stackNode as a class. Remember that the stack only needs a pointer to the top.

NOTE: De-allocate memory as appropriate.