

ABC by Example: Arrays (Top-Down Approach)

...and how to implement a simple stack

Stack Data Type

Provides two main operations:

- Push operation: Add an element
- Pop operation: Remove most recently added element

@ <stdio.h>

global a: array[5] of int;

fn main()

{

 a[0] = 123;

 a[1] = 42;

 a[2] = 13;

 a[3] = 65;

 a[4] = 54;

}

RAM:




```
@ <stdio.h>
```

```
global a: array[5] of int;
```

```
fn main()
```

```
{
```

```
    a[0] = 123;
```

```
    a[1] = 42;
```

```
    a[2] = 13;
```

```
    a[3] = 65;
```

```
    a[4] = 54;
```

```
}
```

RAM:



```
@ <stdio.h>
```

```
global a: array[5] of int;
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fn main()
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```
    a[0] = 123;
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```
    a[1] = 42;
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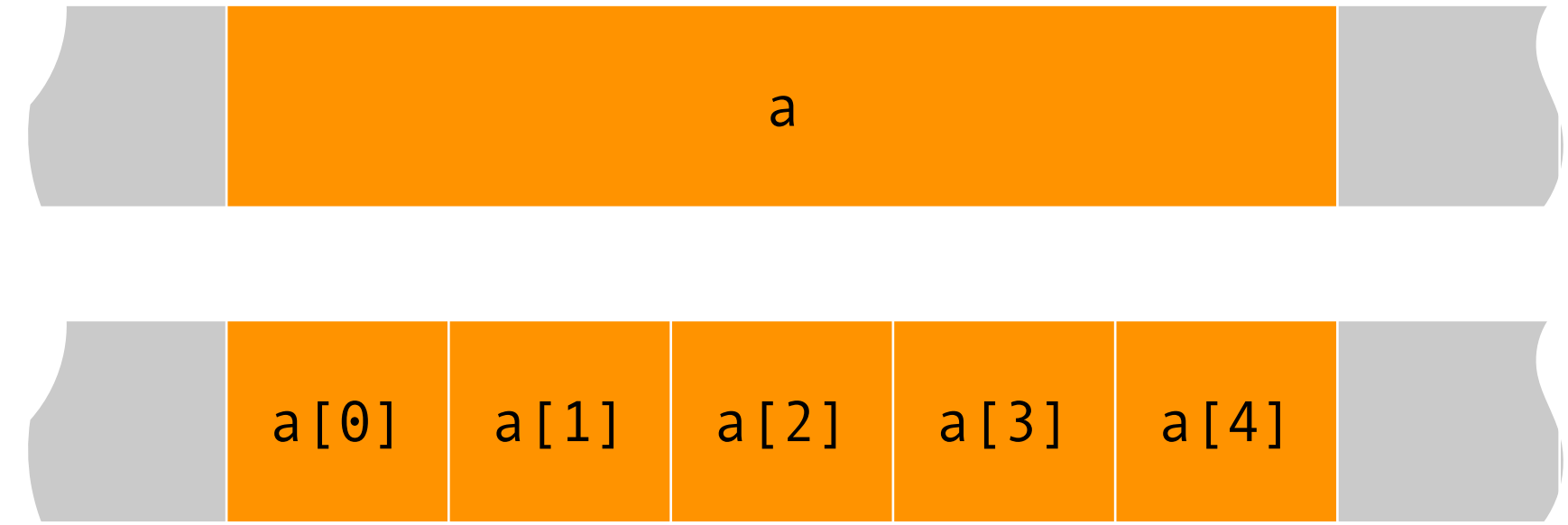
```
    a[2] = 13;
```

```
    a[3] = 65;
```

```
    a[4] = 54;
```

```
}
```

RAM:



```
@ <stdio.h>
```

```
global a: array[5] of int;
```

```
fn main()
```

```
{
```

```
    a[0] = 123;
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```
    a[1] = 42;
```

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    a[2] = 13;
```

```
    a[3] = 65;
```

```
    a[4] = 54;
```

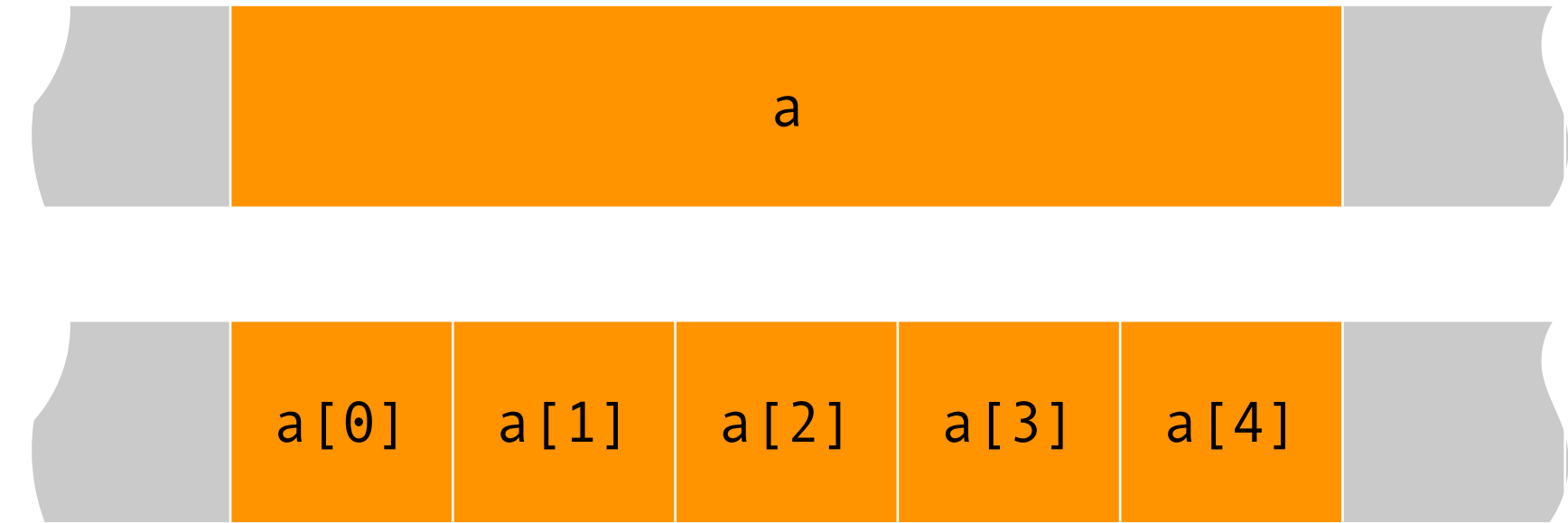
```
    for (local i: int = 0; i < 5; ++i) {
```

```
        printf("a[%d] = %d\n", i, a[i]);
```

```
    }
```

```
}
```

RAM:




```
@ <stdio.h>
```

```
global a: array[5] of int;
```

```
fn main()
```

```
{
```

```
    a[0] = 123;
```

```
    a[1] = 42;
```

```
    a[2] = 13;
```

```
    a[3] = 65;
```

```
    a[4] = 54;
```

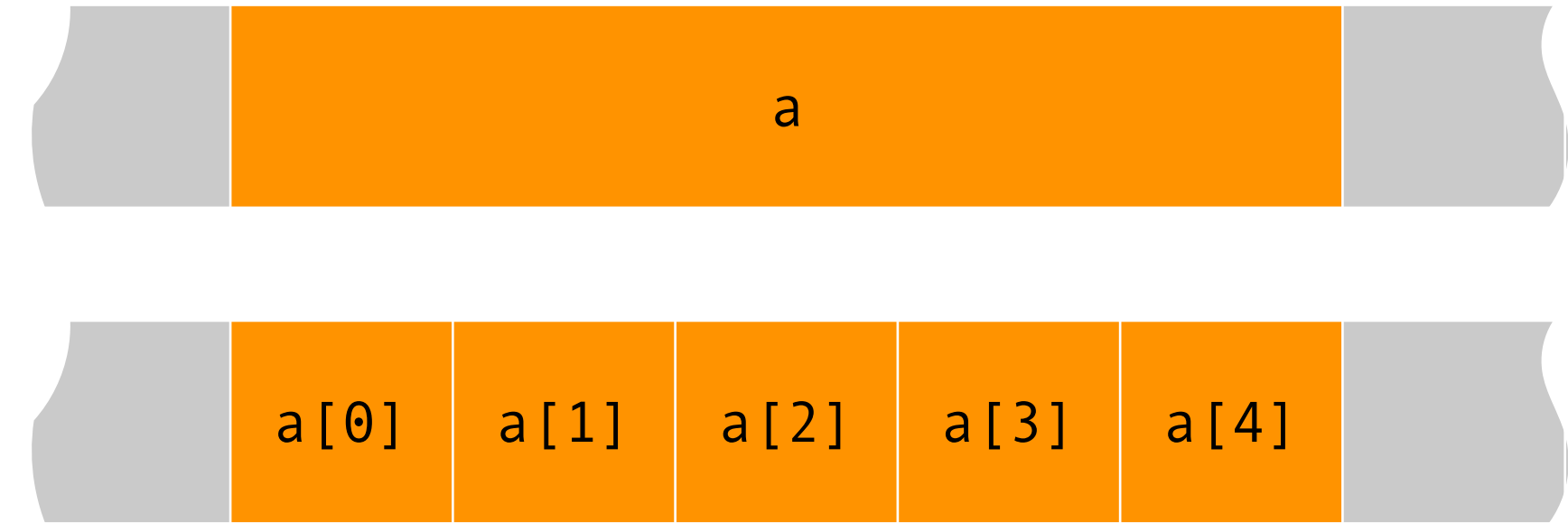
```
    for (local i: int = 0; i < 5; ++i) {
```

```
        printf("a[%d] = %d\n", i, a[i]);
```

```
    }
```

```
}
```

RAM:



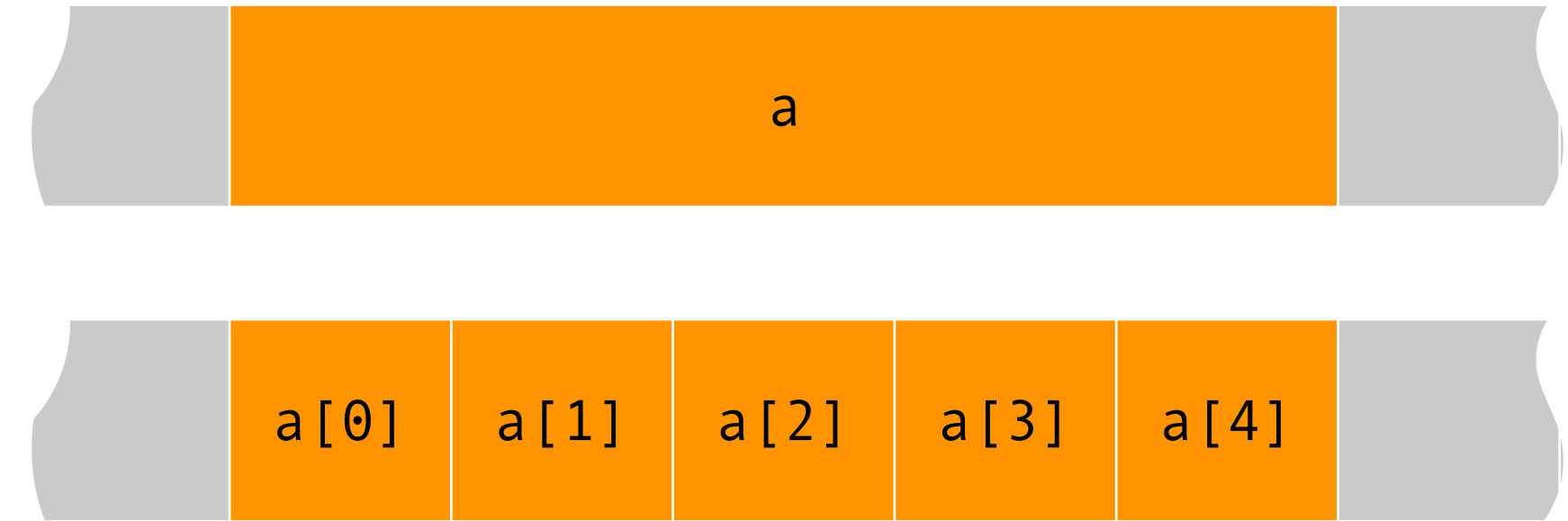
@ <stdio.h>

global a: array[5] of int;

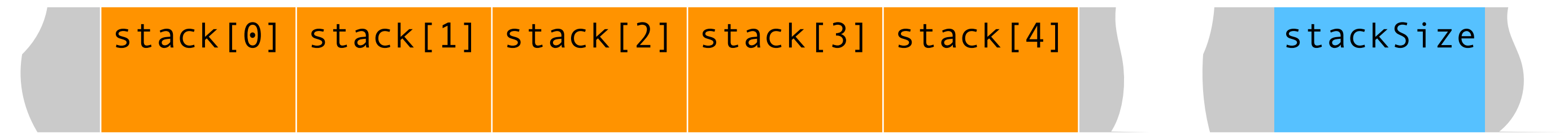
```
fn main()
{
    printf("sizeof(a) = %zu\n", sizeof(a));
    printf("sizeof(a[0]) = %zu\n", sizeof(a[0]));

    printf("sizeof(a) / sizeof(a[0]) = %zu\n", sizeof(a) / sizeof(a[0]));
}
```

RAM:



@ <stdio.h>



global

```
stack: array[5] of int,  
stackSize: int = 0;
```

fn push(val: int)

```
{  
    stack[stackSize] = val;  
    ++stackSize;  
}
```

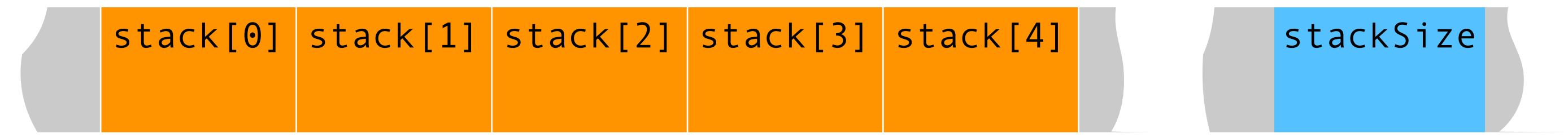
fn pop(): int

```
{  
    --stackSize;  
    return stack[stackSize];  
}
```

fn main()

```
{  
    push(42);  
    push(12);  
    printf("pop returned: %d\n", pop());  
    printf("pop returned: %d\n", pop());  
}
```

@ <stdio.h>



global

```
stack: array[5] of int,  
stackSize: int = 0;
```

fn push(val: int)

```
{  
    stack[stackSize++] = val;  
}
```

fn pop(): int

```
{  
    return stack[--stackSize];  
}
```

fn main()

```
{  
    push(42);  
    push(12);  
    printf("pop returned: %d\n", pop());  
    printf("pop returned: %d\n", pop());  
}
```

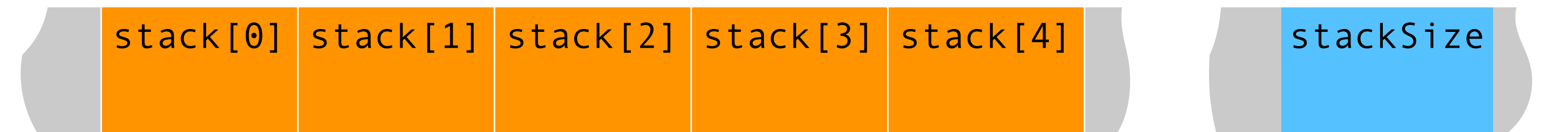
@ <stdio.hdr>

```
fn main()
{
    local a: int;
    local b: int;

    a = 1;
    b = ++a;
    printf("a = %d, b = %d\n", a, b);

    b = a++;
    printf("a = %d, b = %d\n", a, b);
}
```


@ <stdio.h>



global

```
stack: array[5] of int,  
stackSize: int = 0;
```

fn push(val: int)

```
{  
    assert(stackSize < sizeof(stack) / sizeof(stack[0]));  
    stack[stackSize++] = val;  
}
```

fn pop(): int

```
{  
    assert(stackSize > 0);  
    return stack[--stackSize];  
}
```

fn main()

```
{  
    push(42);  
    push(12);  
    printf("pop returned: %d\n", pop());  
    printf("pop returned: %d\n", pop());  
}
```