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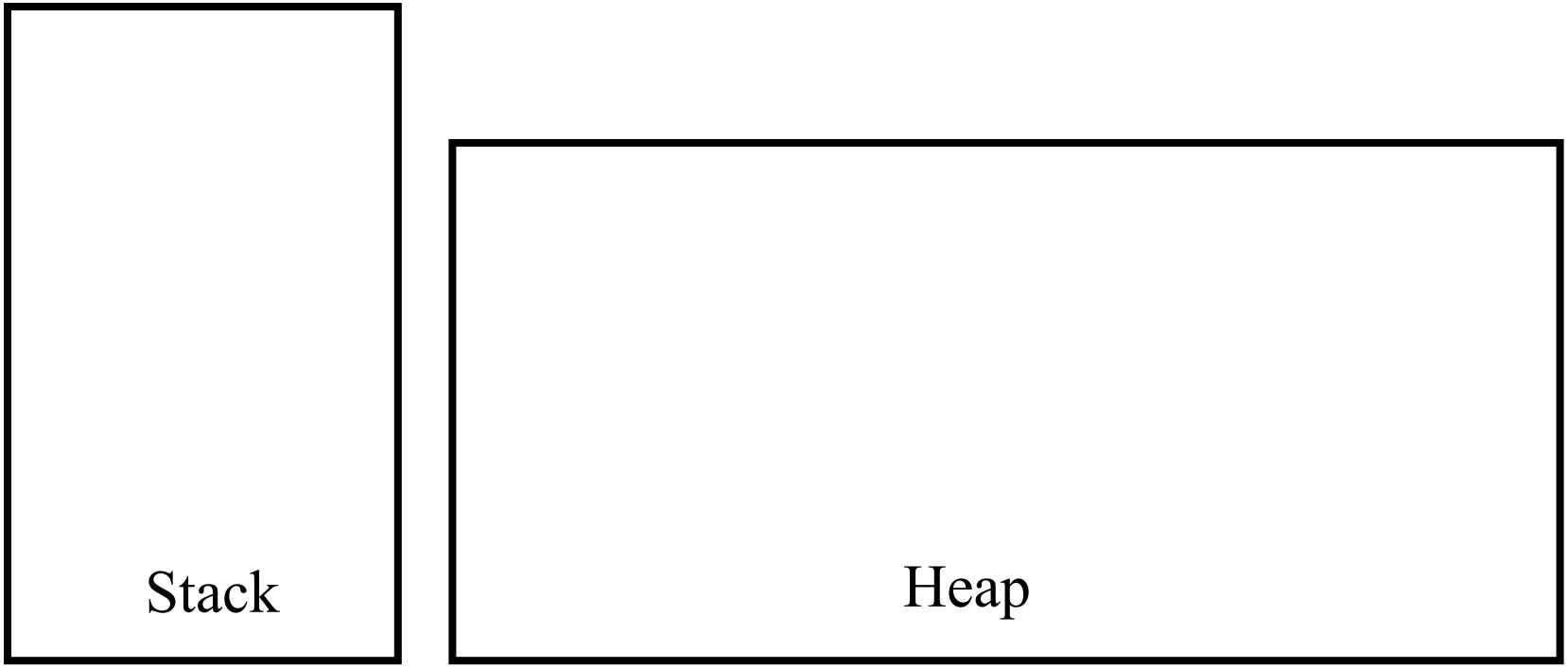
COS 217: Introduction to Programming Systems
Trace of teststack (Version 1)

```
int main(void)
```



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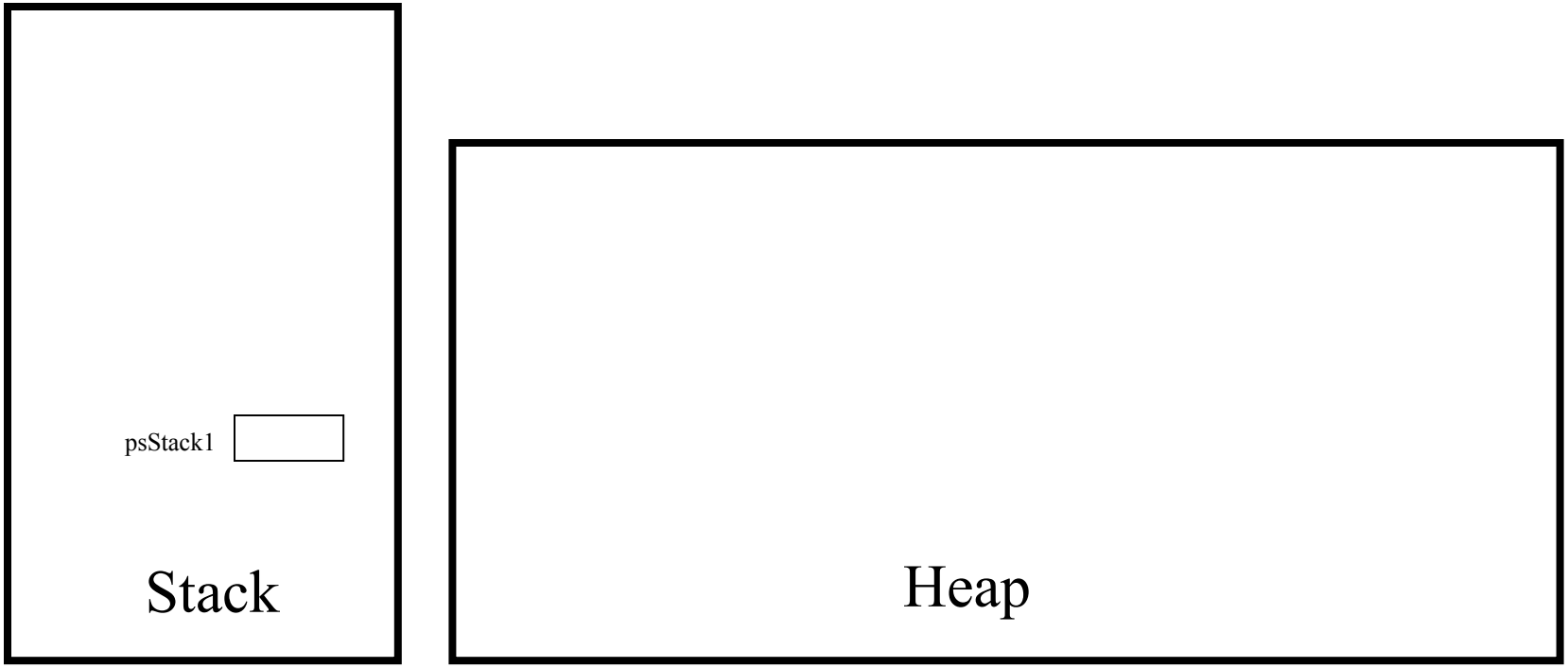
Trace of teststack (Version 1)

```
struct Stack *psStack1;
```



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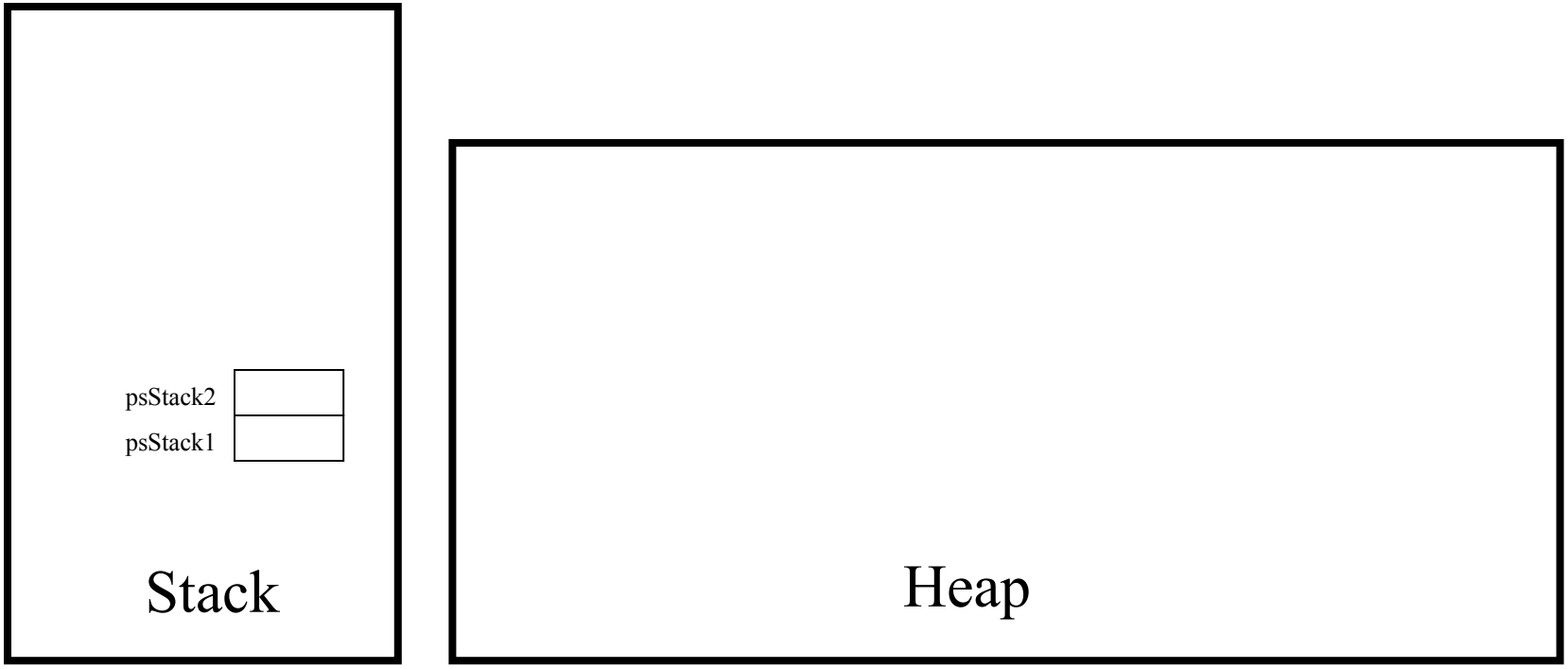
Trace of teststack (Version 1)

```
struct Stack *psStack2;
```



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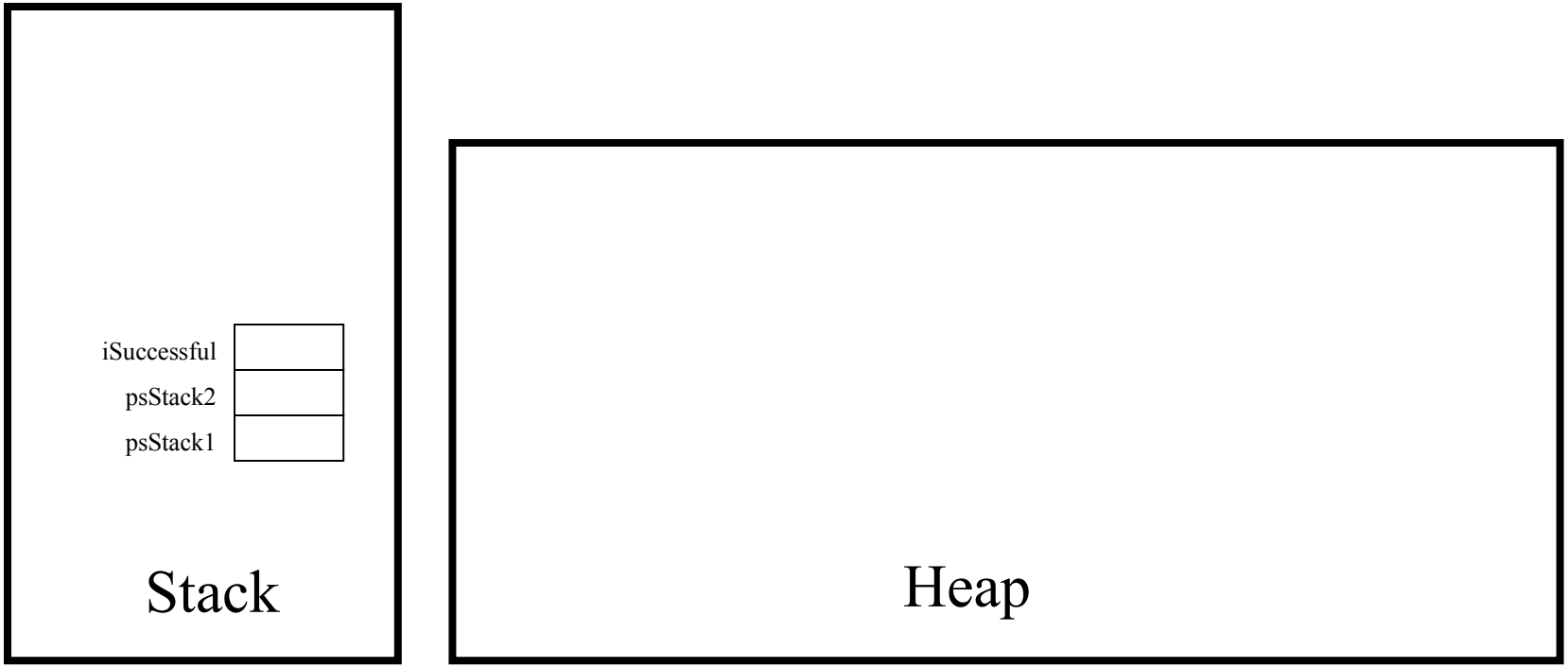
Trace of teststack (Version 1)

```
int iSuccessful;
```



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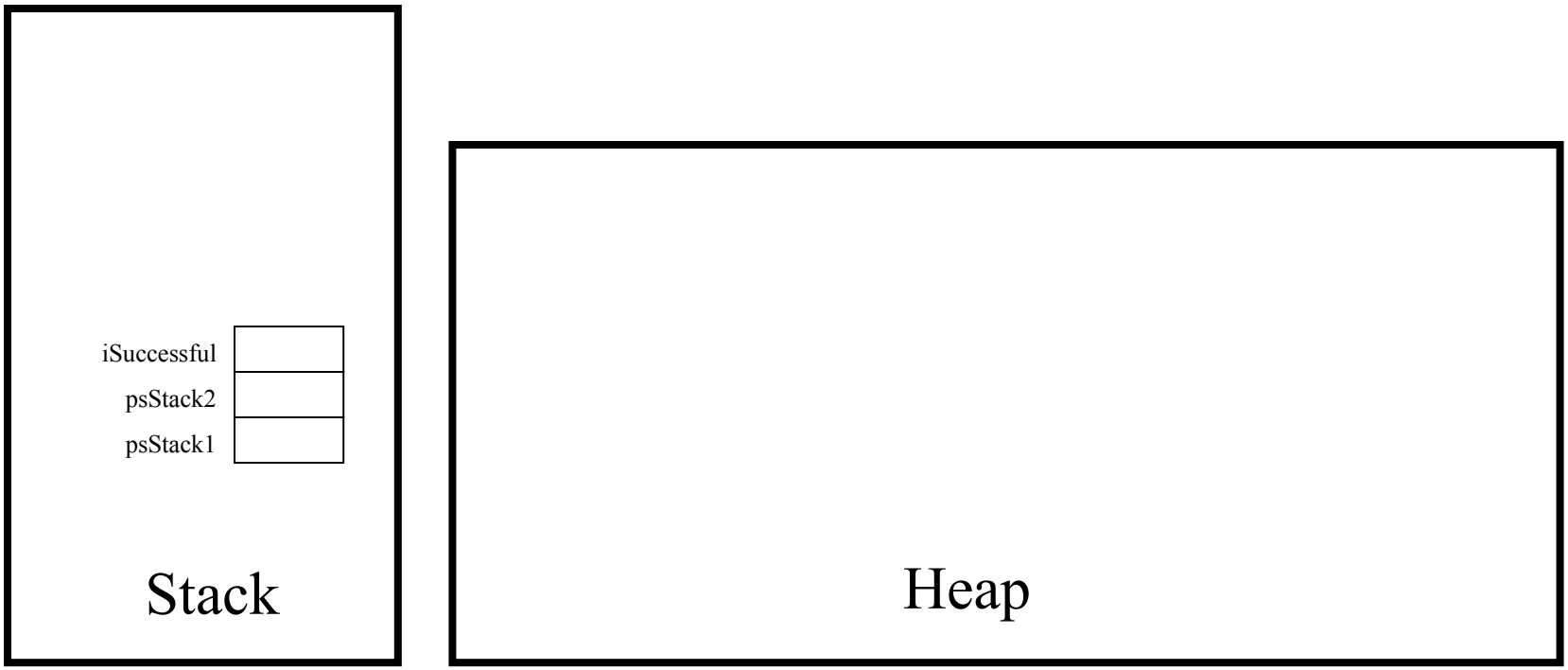
Trace of teststack (Version 1)

```
psStack1 = Stack_new();
```



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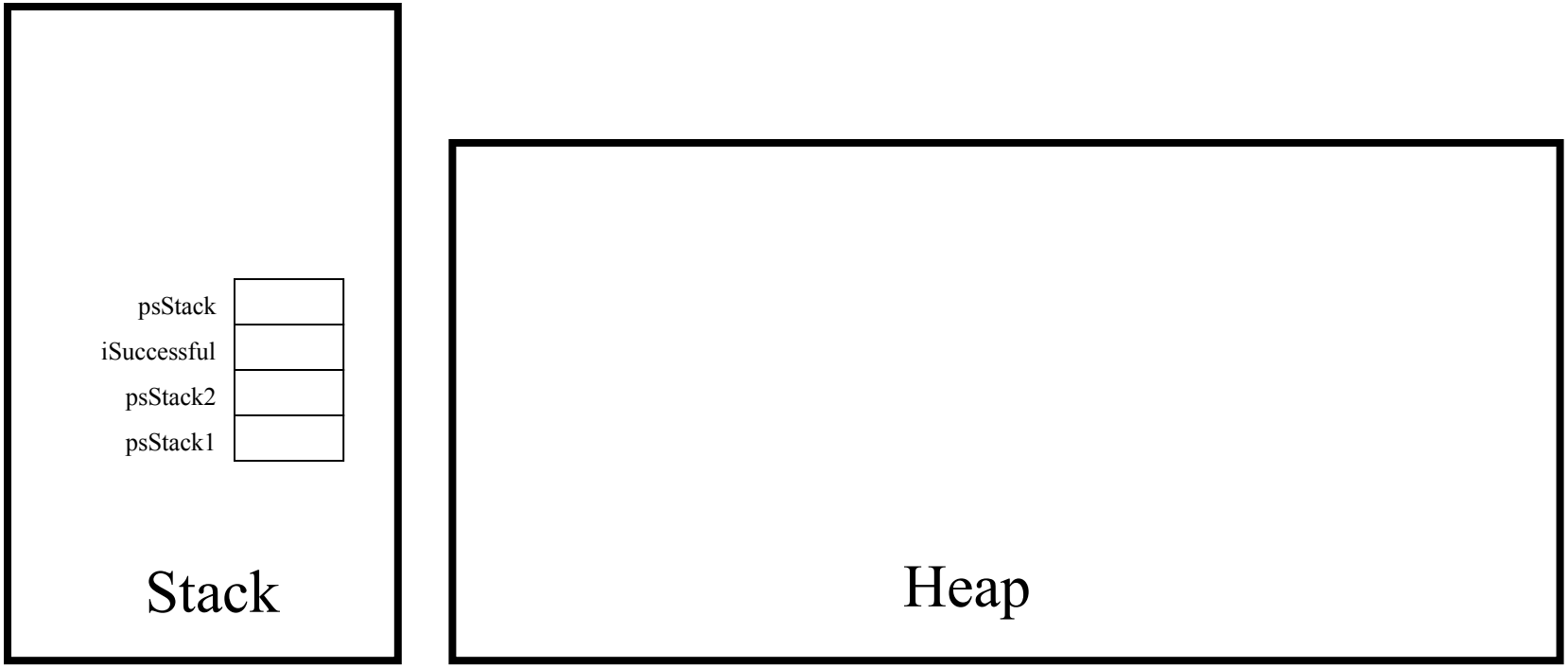
Trace of teststack (Version 1)

```
struct Stack *psStack;
```



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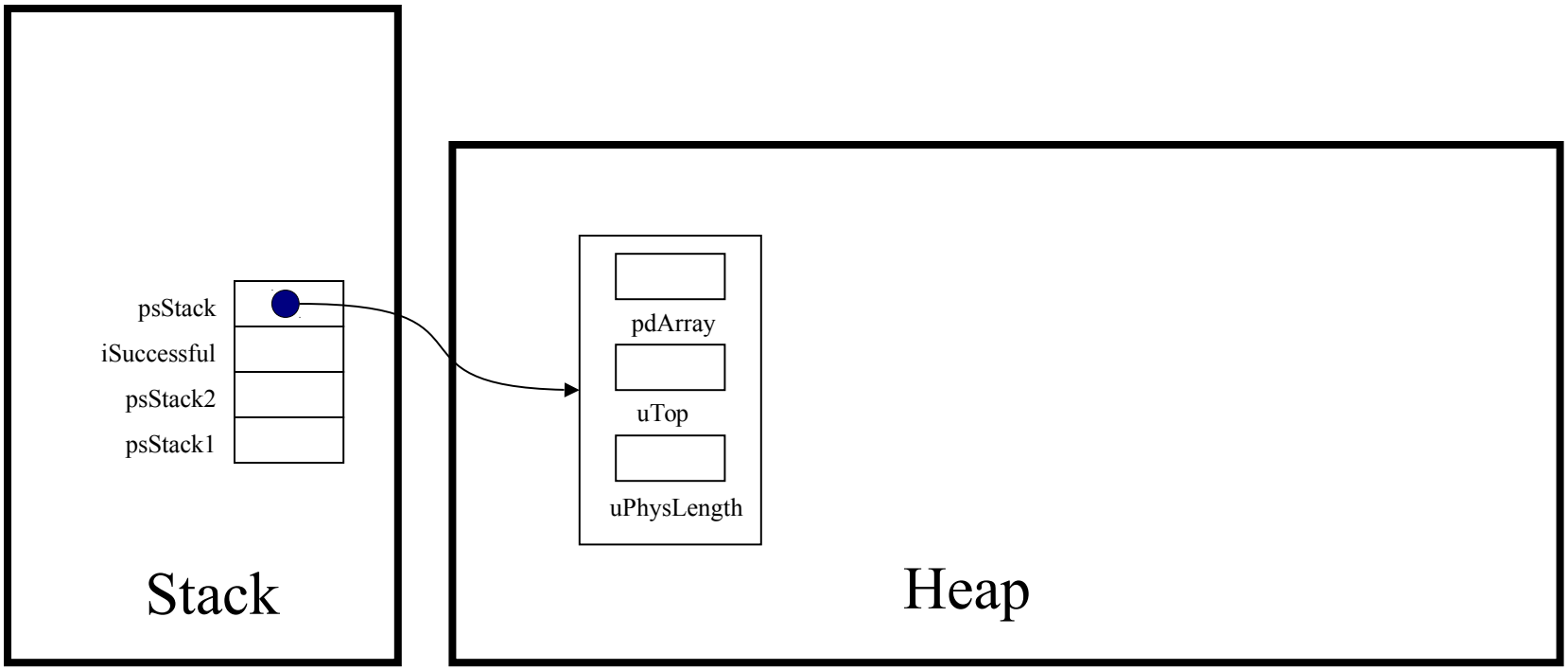
Trace of teststack (Version 1)

```
psStack = (struct Stack*)malloc(sizeof(struct Stack));
```



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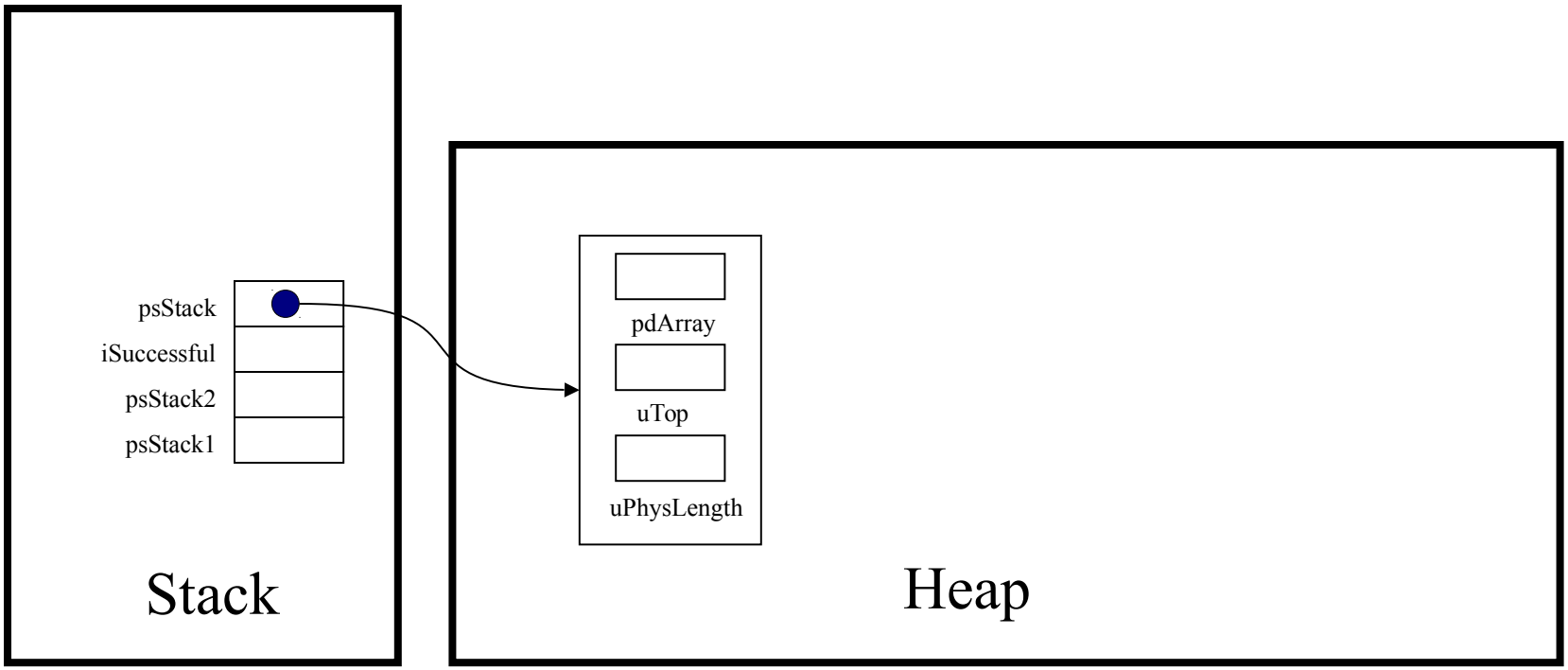
Trace of teststack (Version 1)

```
if (psStack == NULL)
   return NULL;
```



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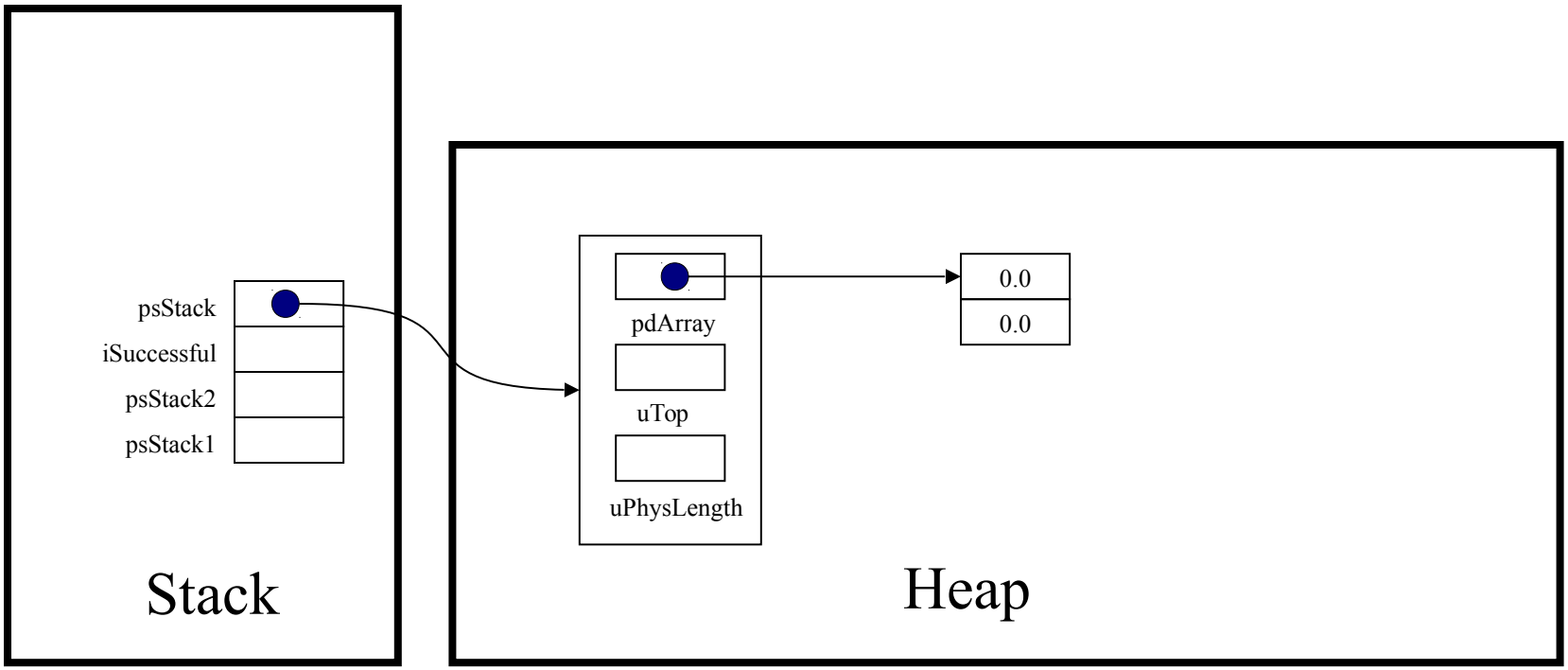
Trace of teststack (Version 1)

```
psStack->pdArray = (double*)calloc(INITIAL_PHYS_LENGTH, sizeof(double));
```



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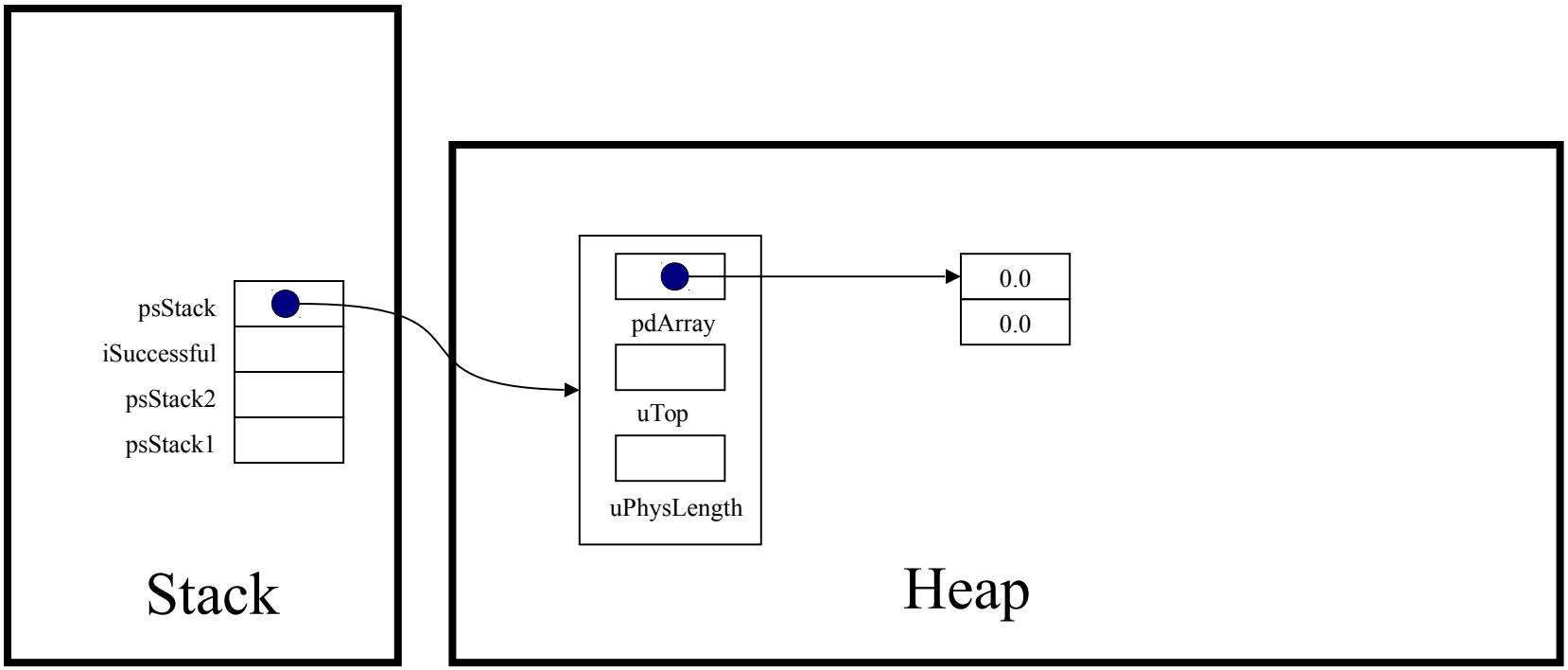
Trace of teststack (Version 1)

```
if (psStack->pdArray == NULL)
   ...
```



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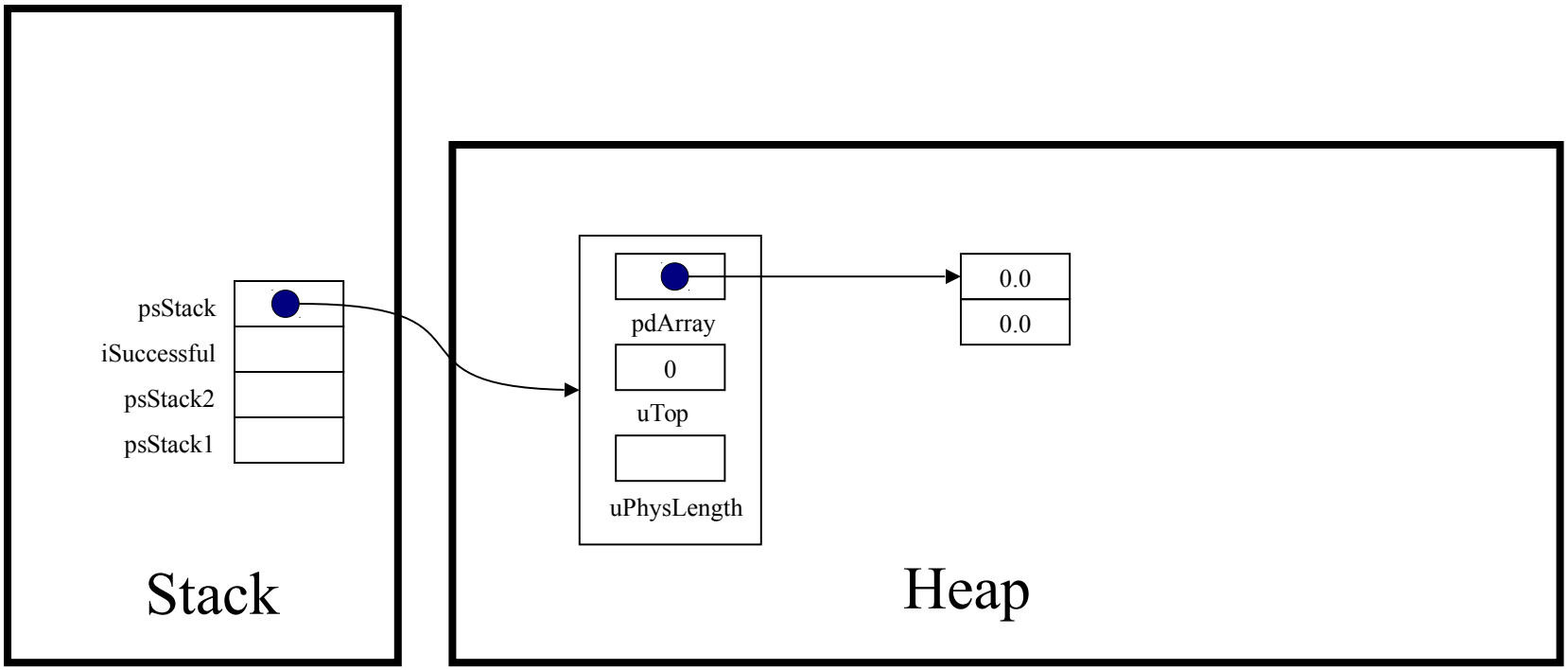
Trace of teststack (Version 1)

```
psStack->uTop = 0;
```



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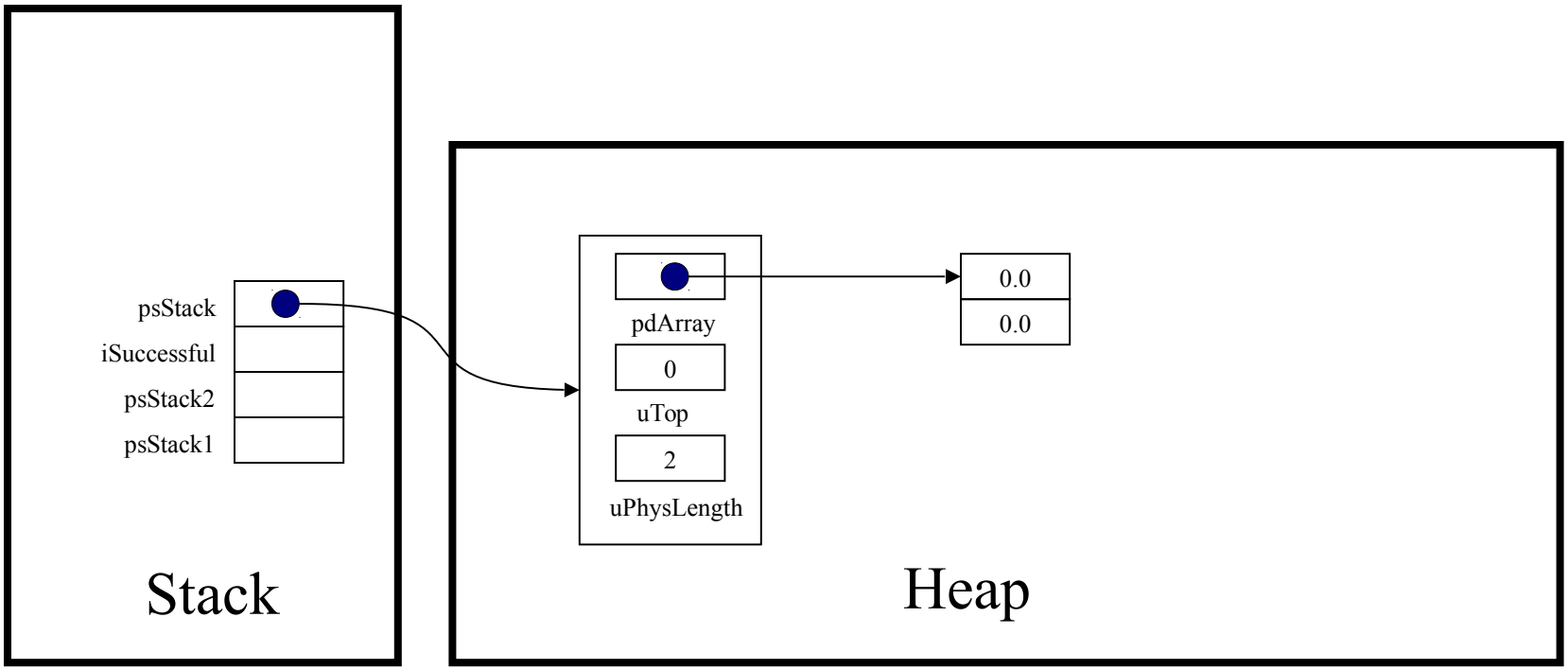
Trace of teststack (Version 1)

```
psStack->uPhysLength = INITIAL_PHYS_LENGTH;
```



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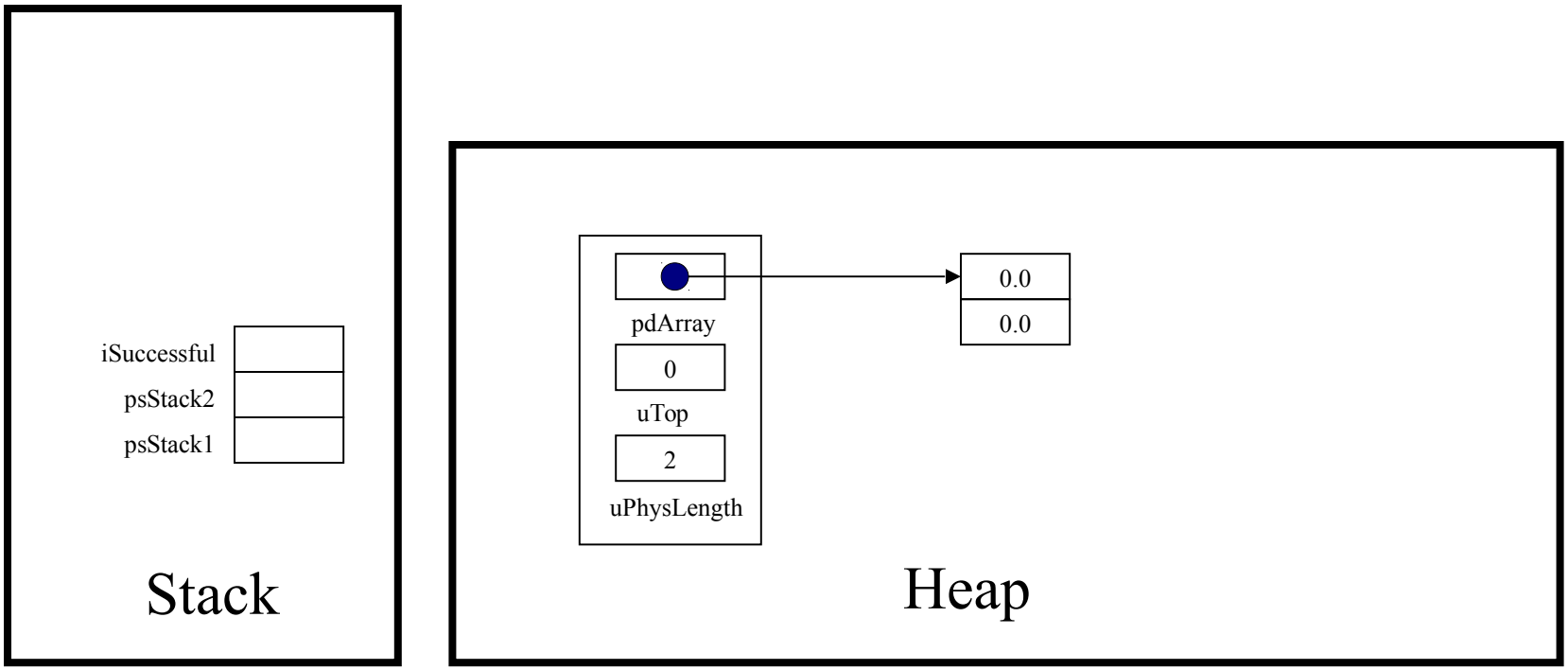
Trace of teststack (Version 1)

```
return psStack;
```



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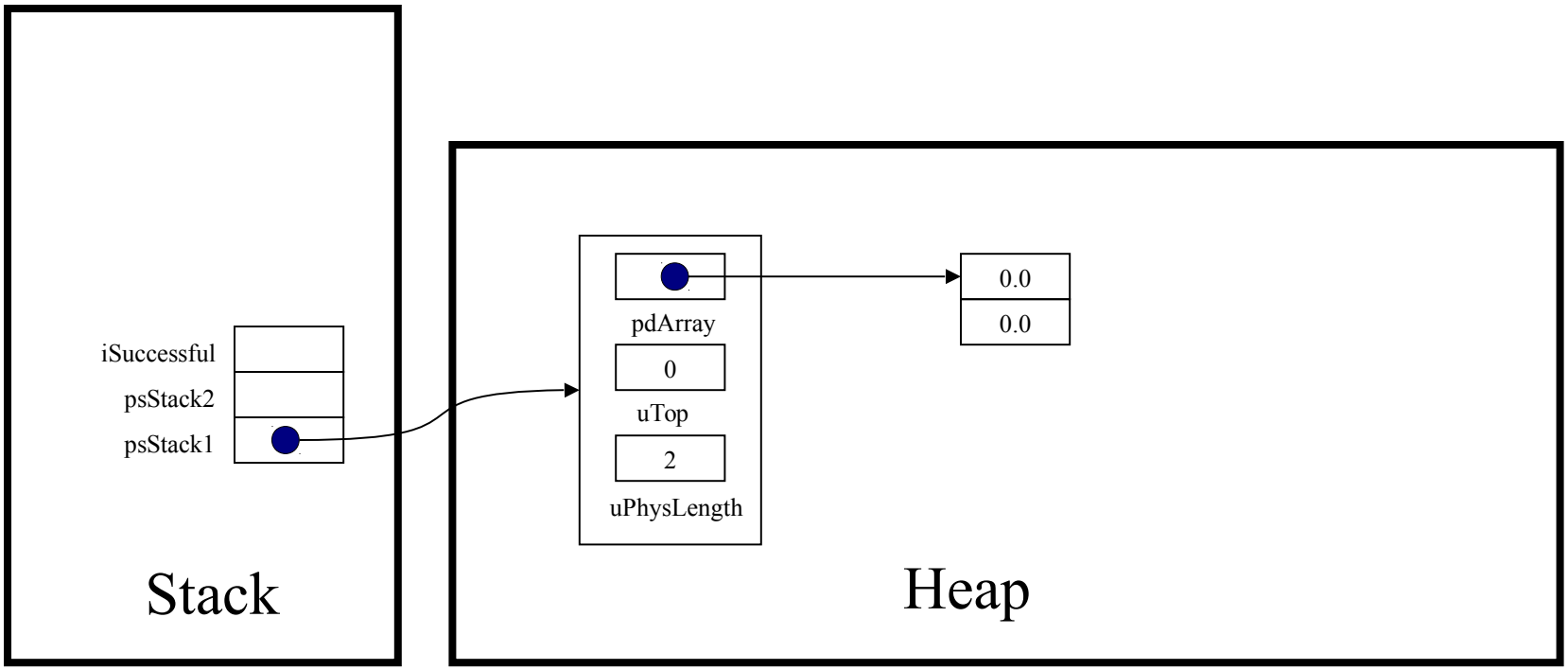
Trace of teststack (Version 1)

```
psStack1 = Stack_new();
```



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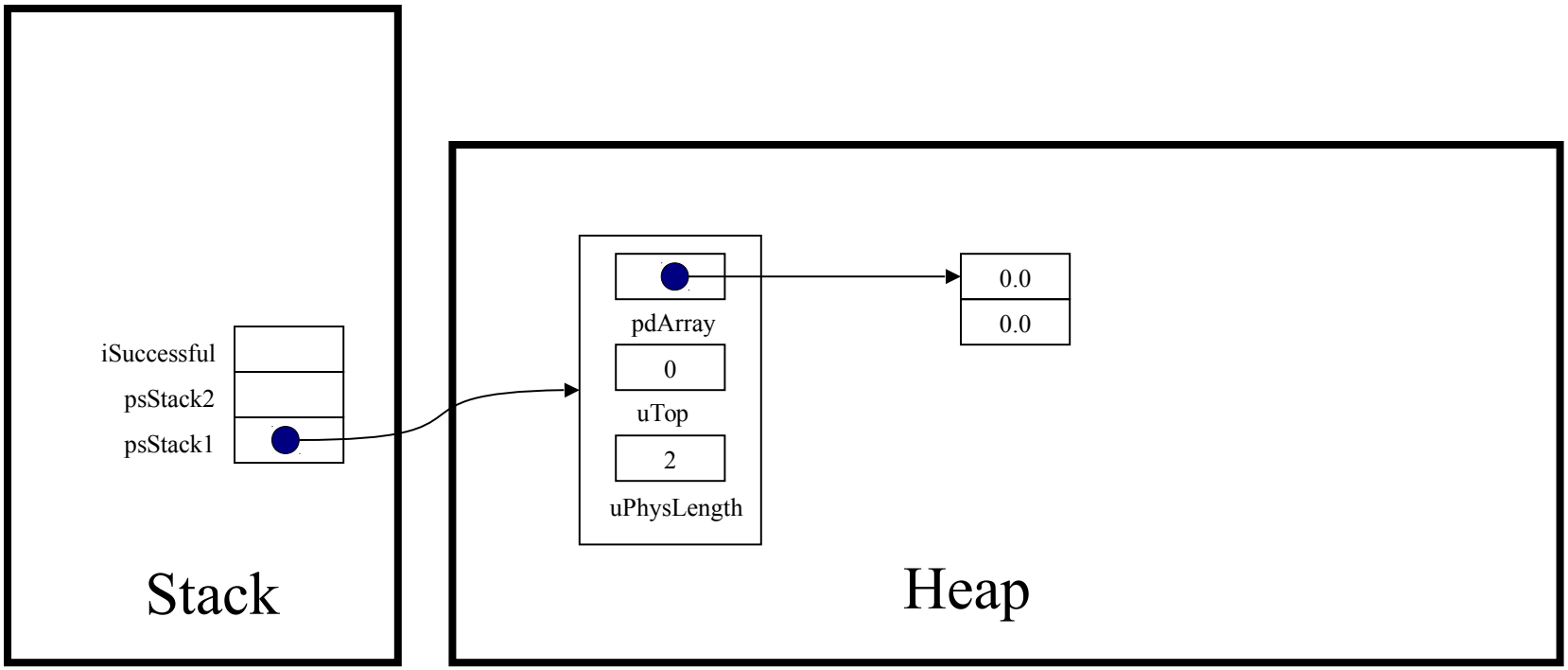
Trace of teststack (Version 1)

```
if (psStack1 == NULL) handleMemoryError();
```



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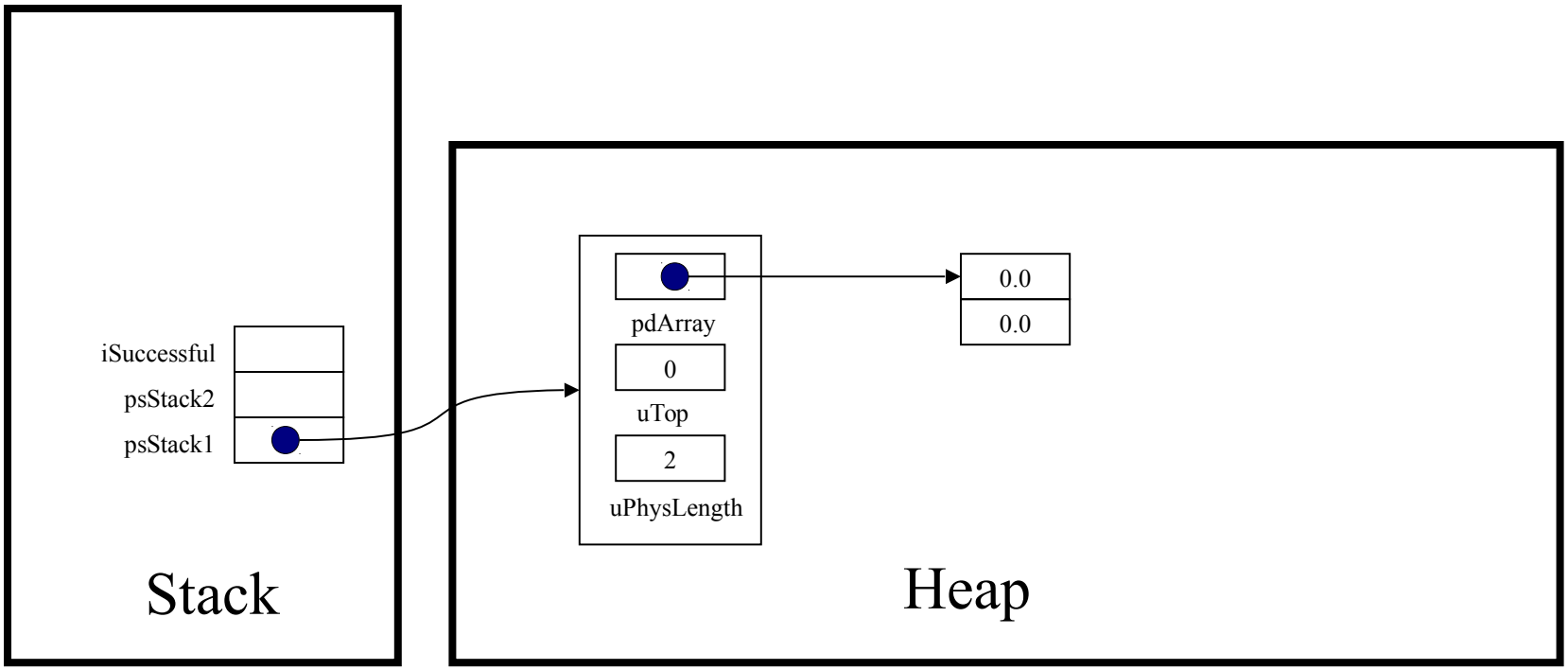
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack1, 1.1);
```



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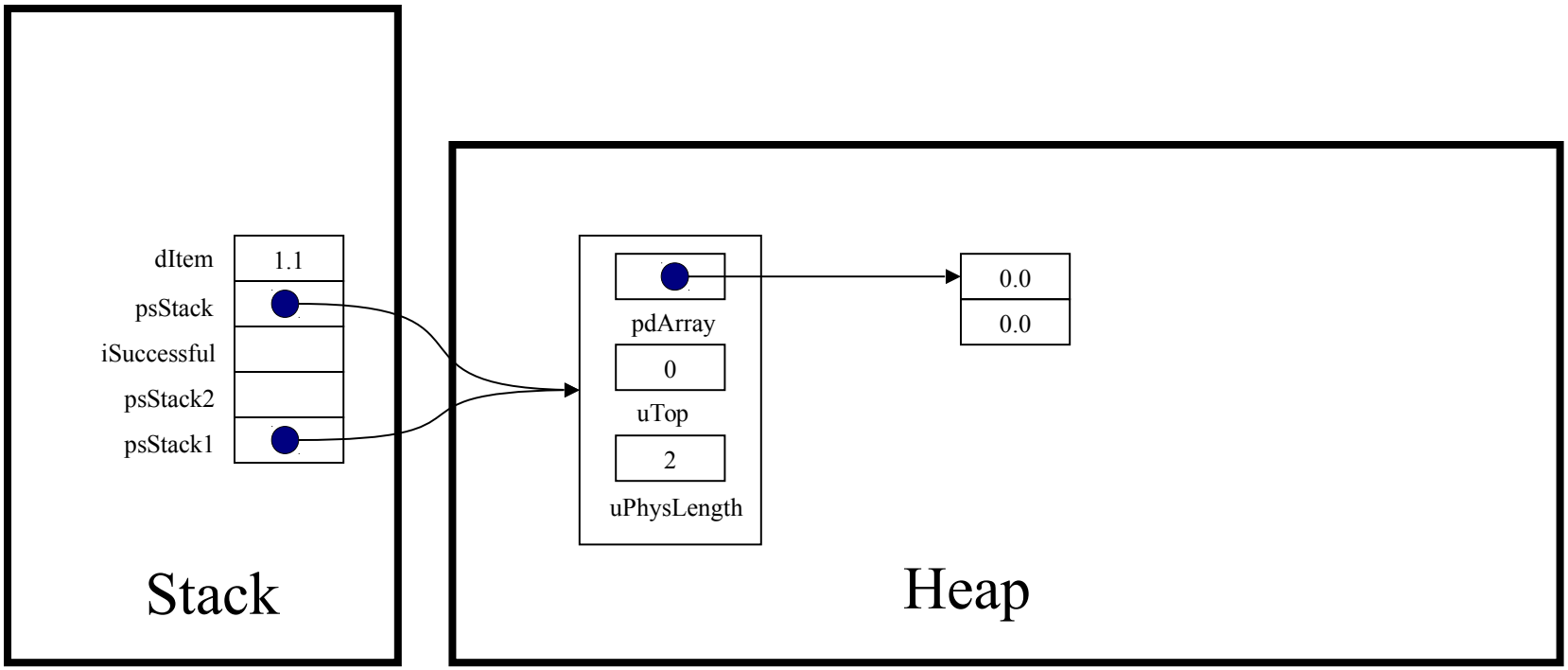
Trace of teststack (Version 1)

```
int Stack_push(struct Stack *psStack, double dItem)
```



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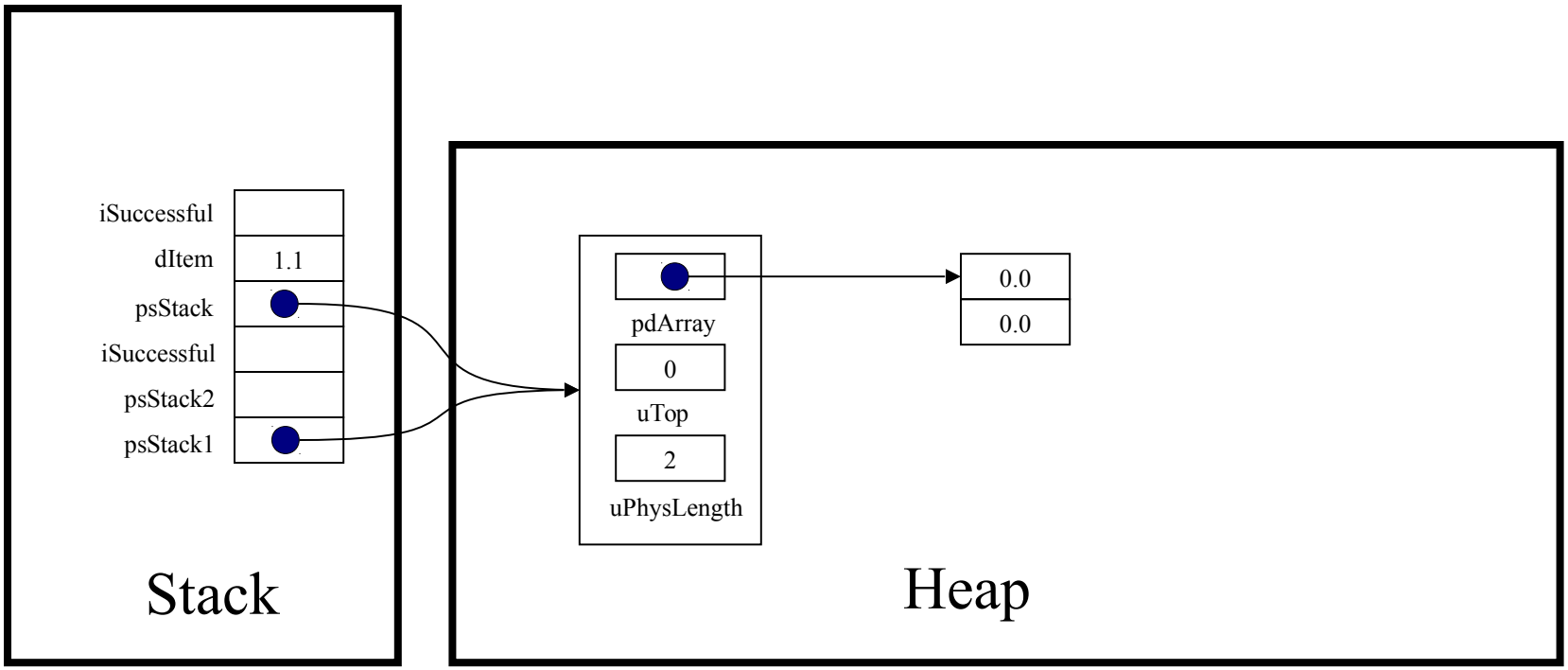
Trace of teststack (Version 1)

```
int iSuccessful;
```



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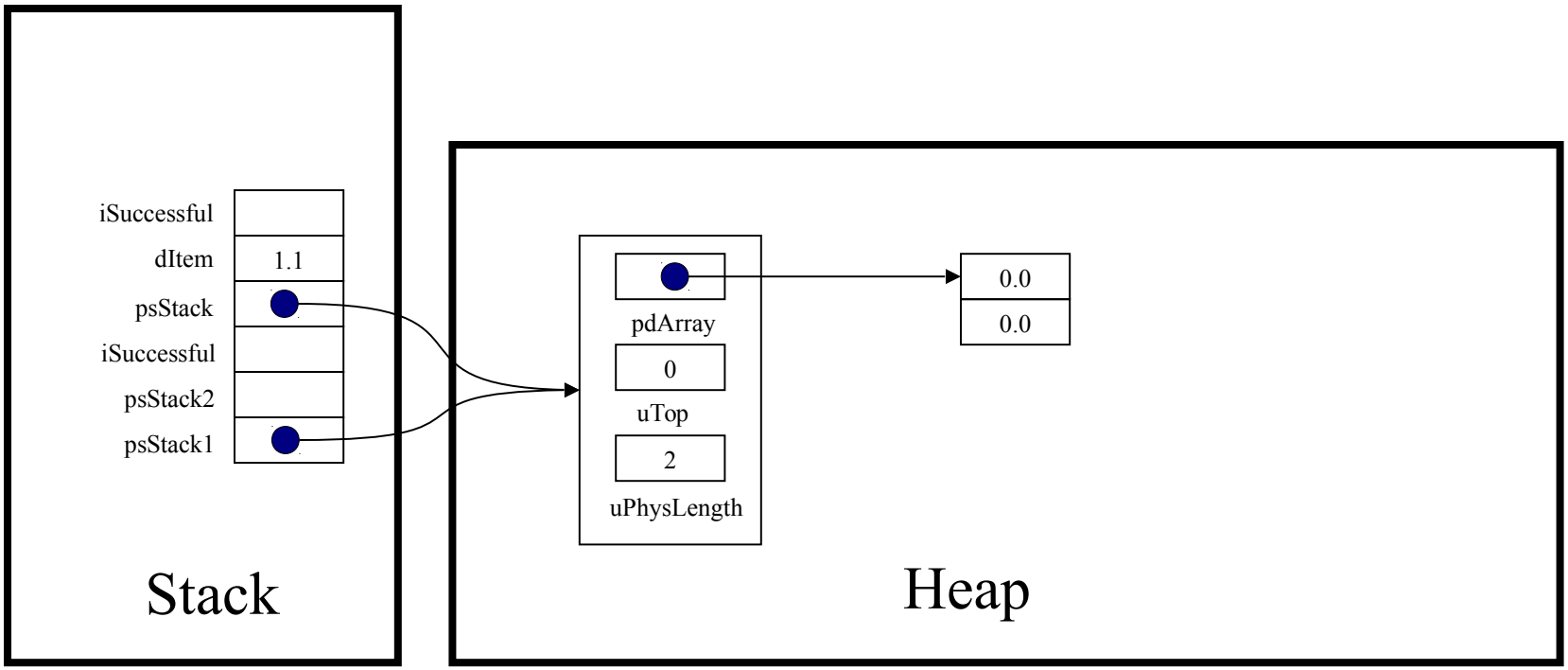
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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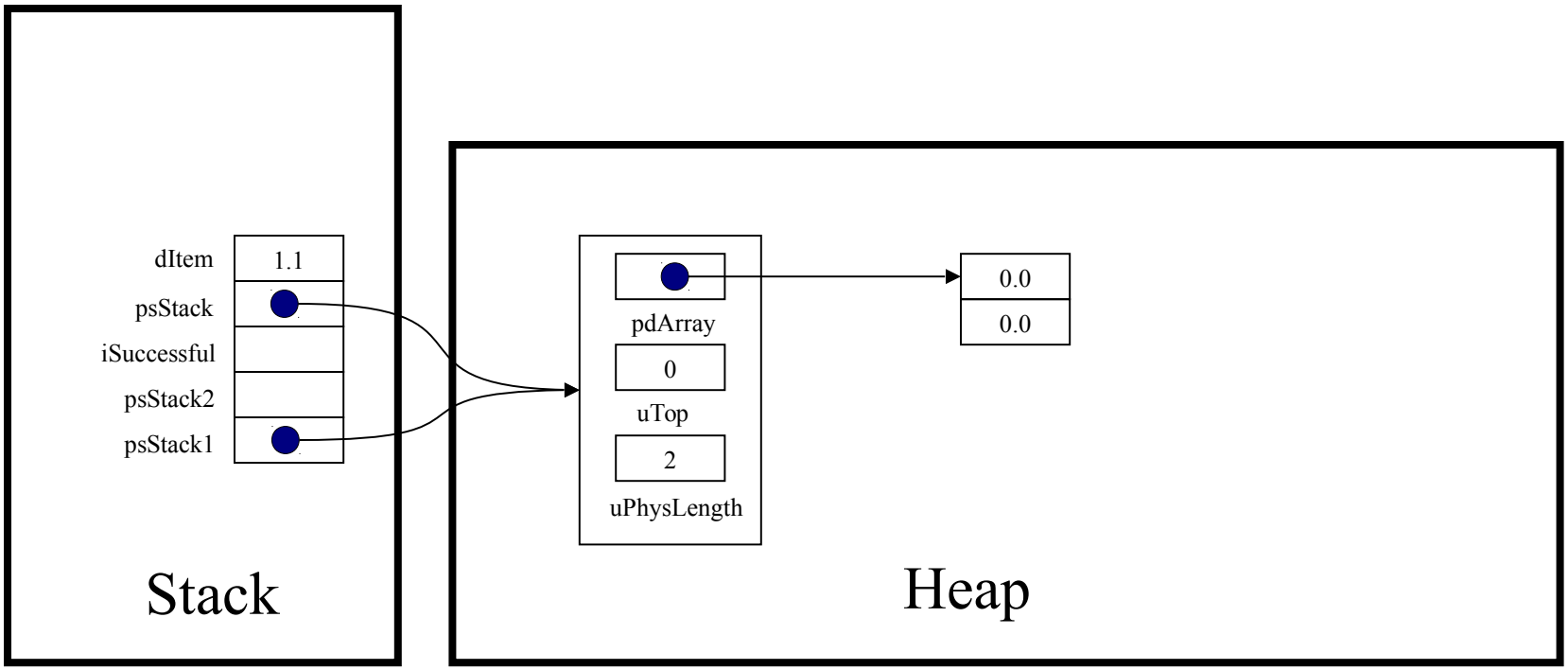
Trace of teststack (Version 1)

```
if (psStack->uTop == psStack->uPhysLength)
   ...
```



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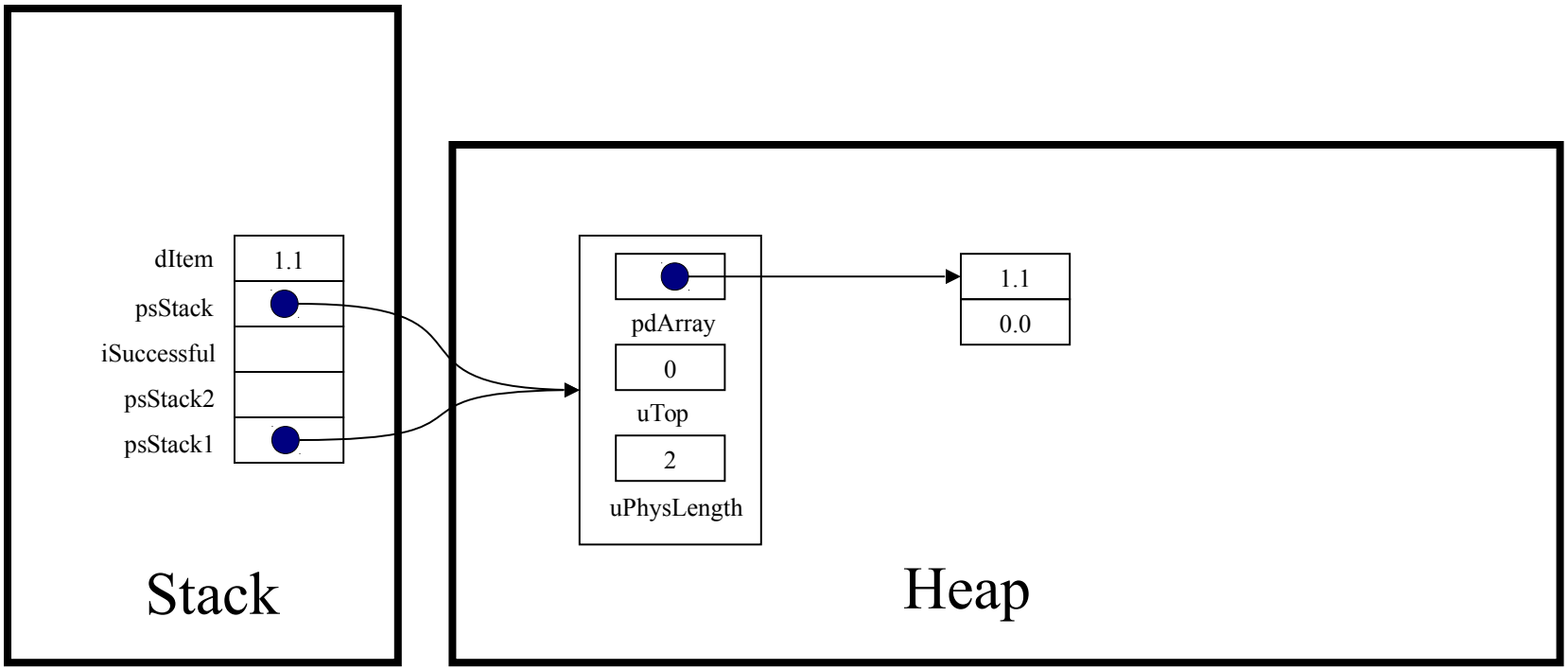
Trace of teststack (Version 1)

```
(psStack->pdArray)[psStack->uTop] = dItem;
```



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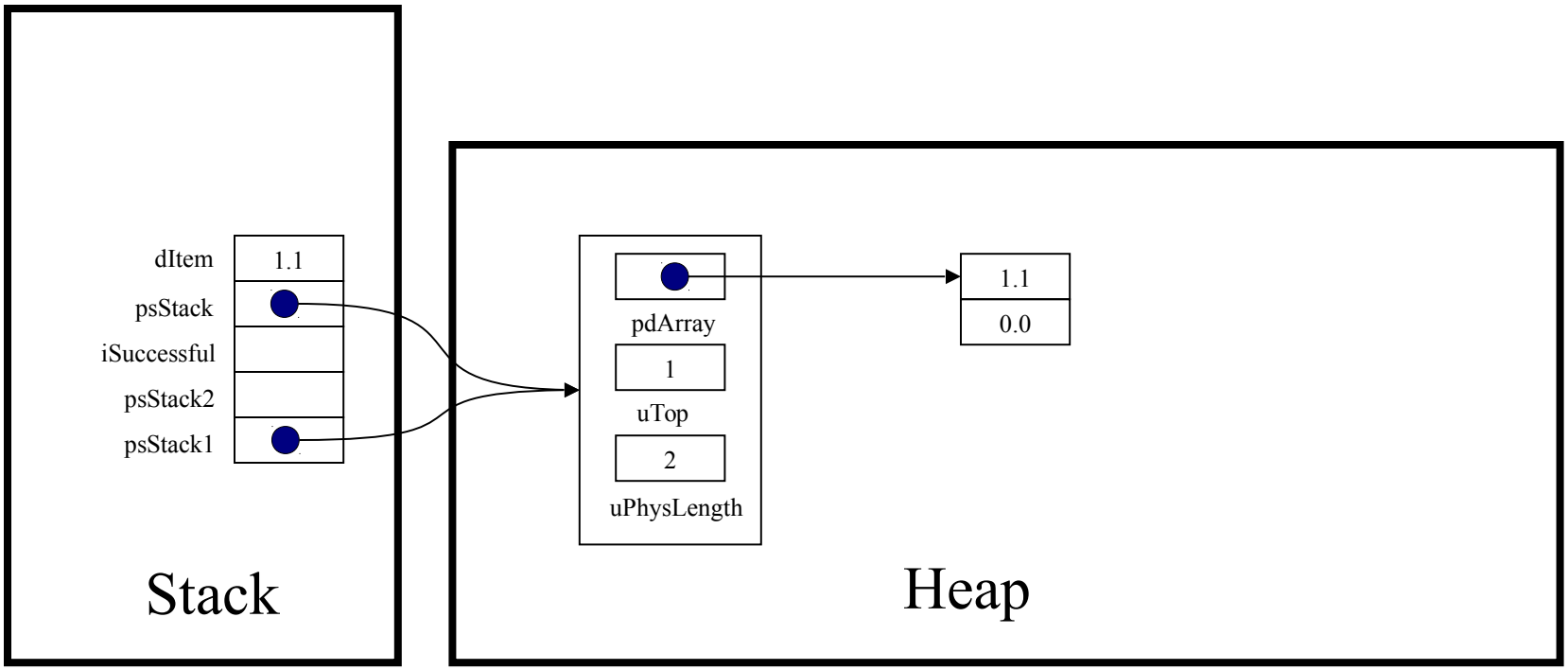
Trace of teststack (Version 1)

```
(psStack->uTop)++;
```



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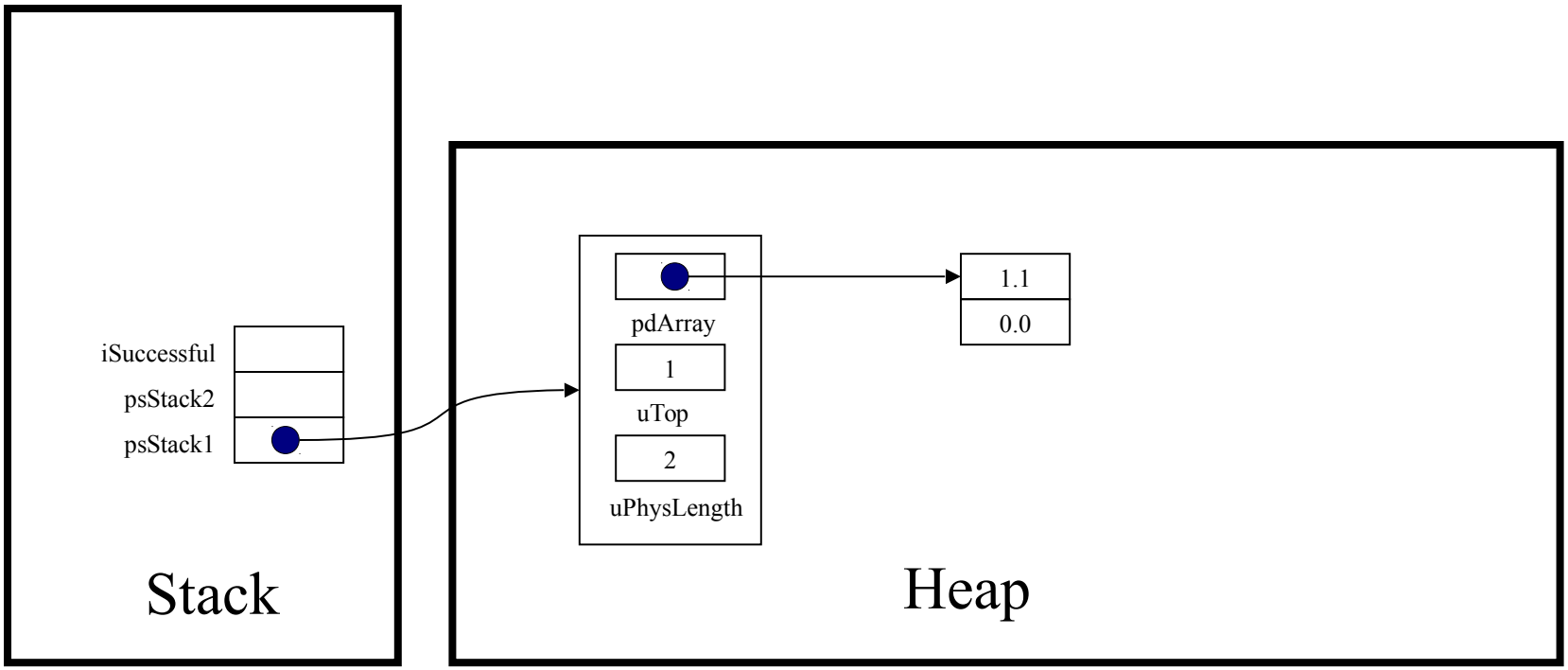
Trace of teststack (Version 1)

```
return 1;
```



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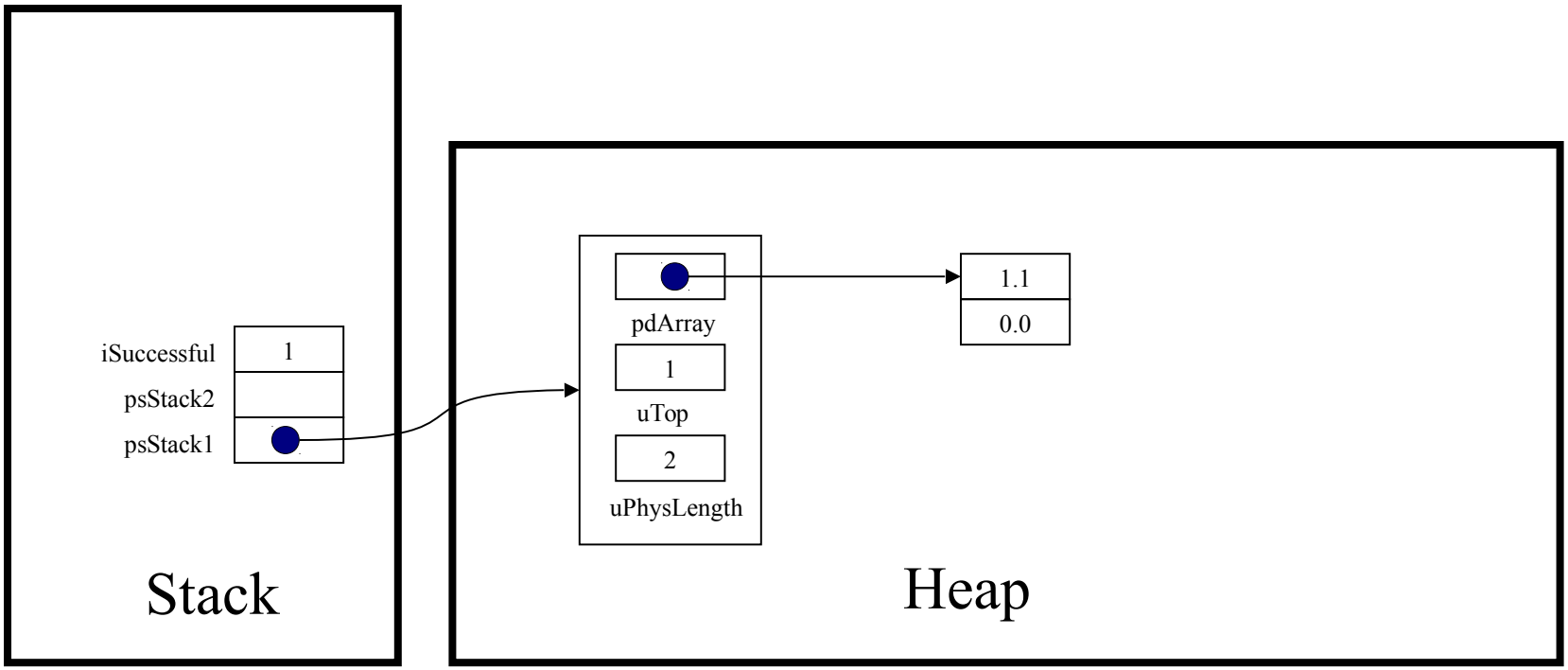
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack1, 1.1);
```



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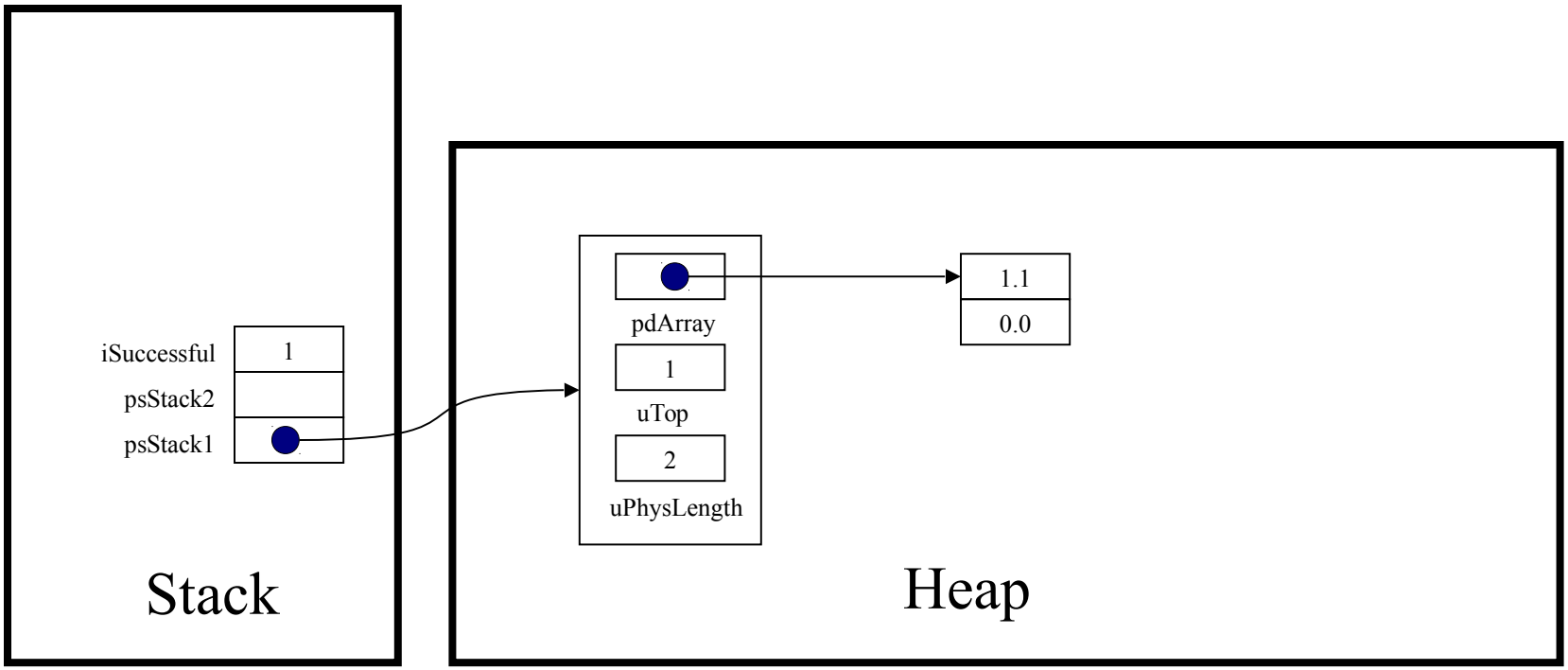
Trace of teststack (Version 1)

```
if (! iSuccesssful) handleMemoryError();
```



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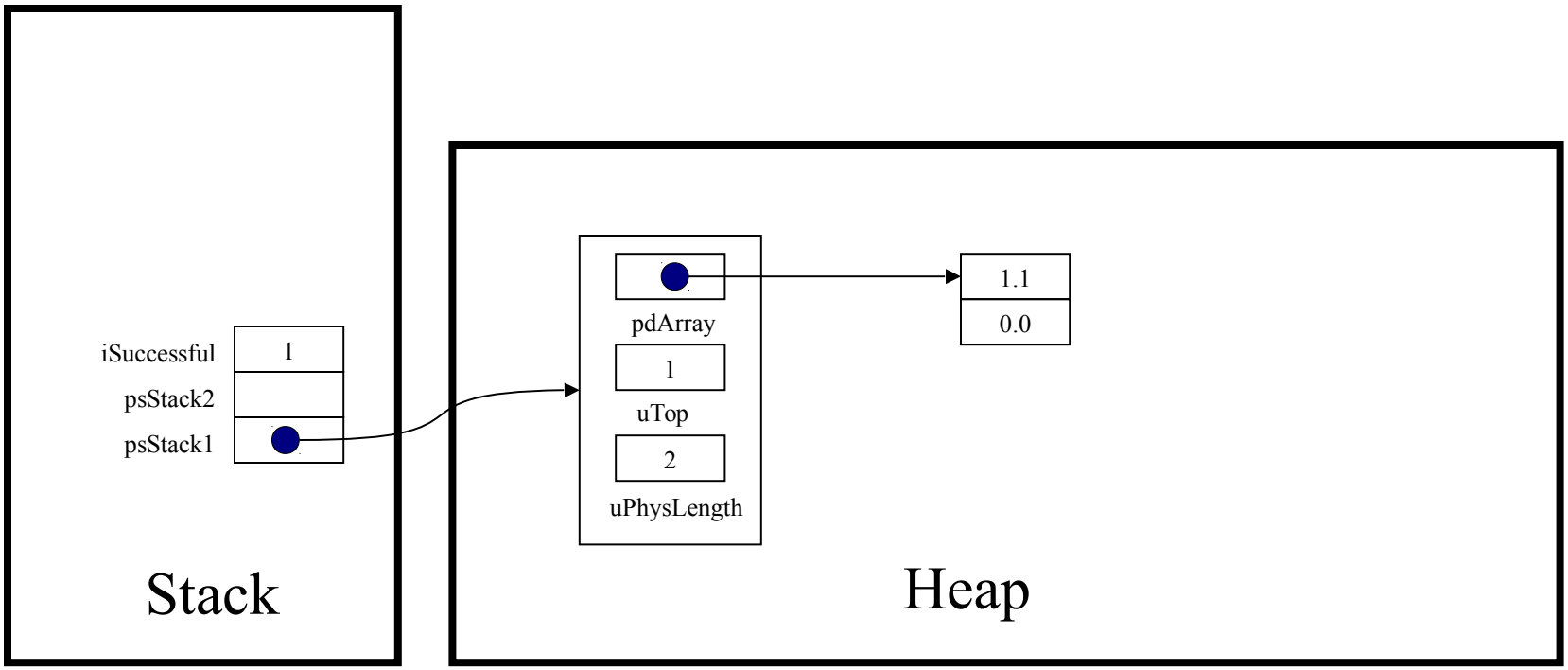
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack1, 2.2);
```



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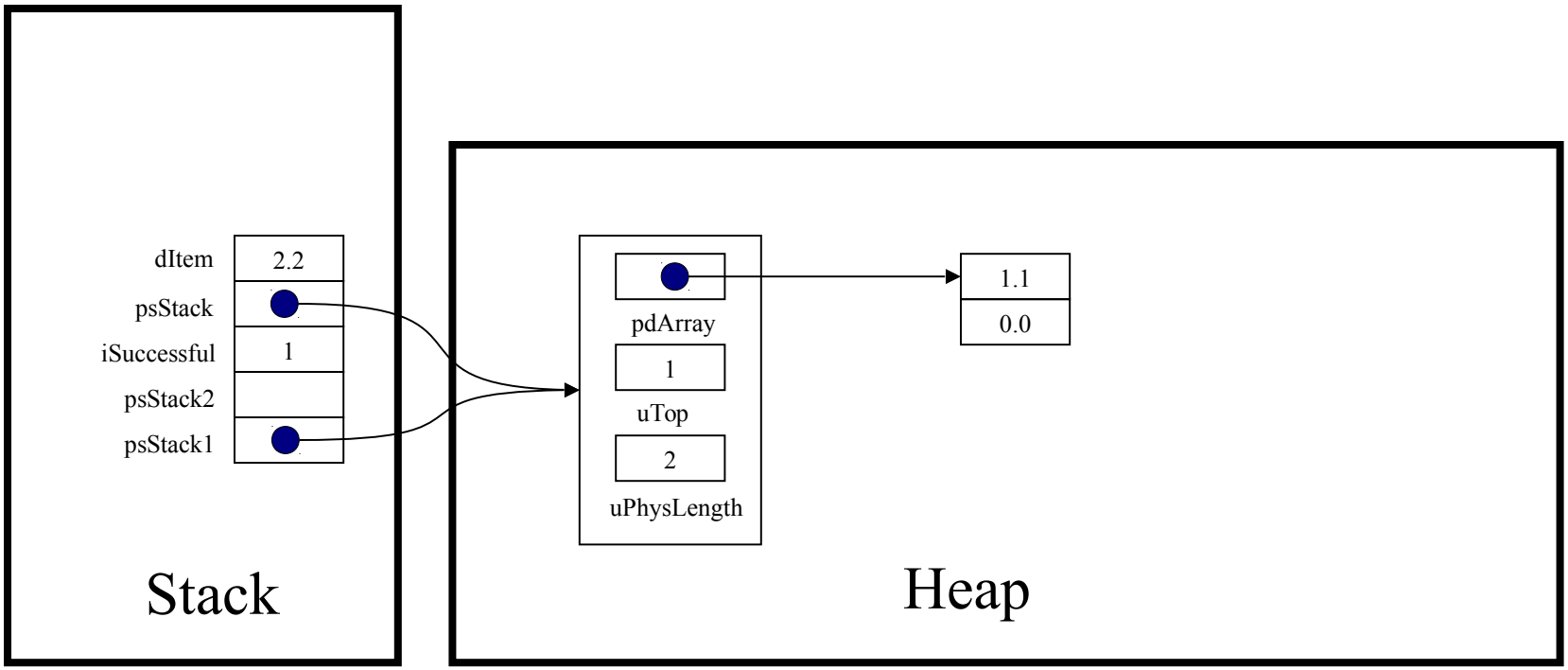
Trace of teststack (Version 1)

```
int Stack_push(struct Stack *psStack, double dItem)
```



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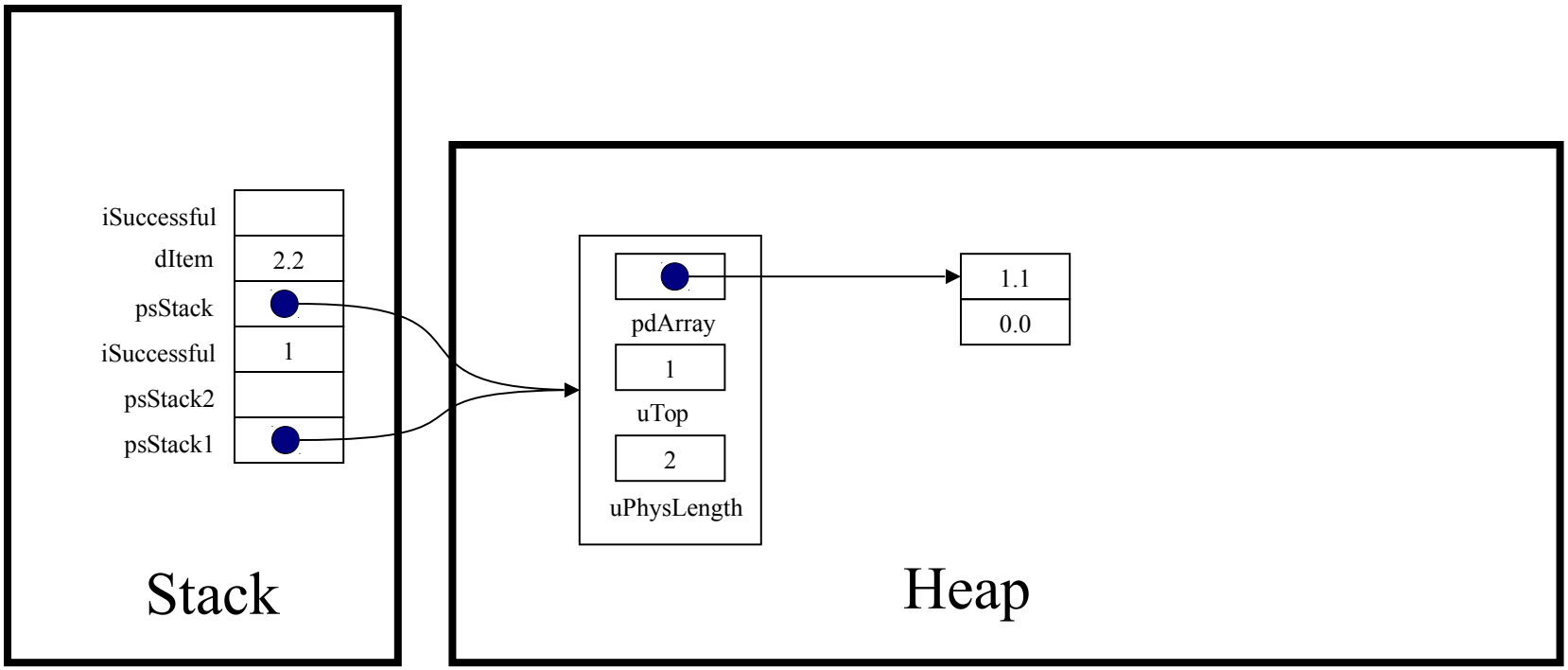
Trace of teststack (Version 1)

```
int iSuccessful;
```



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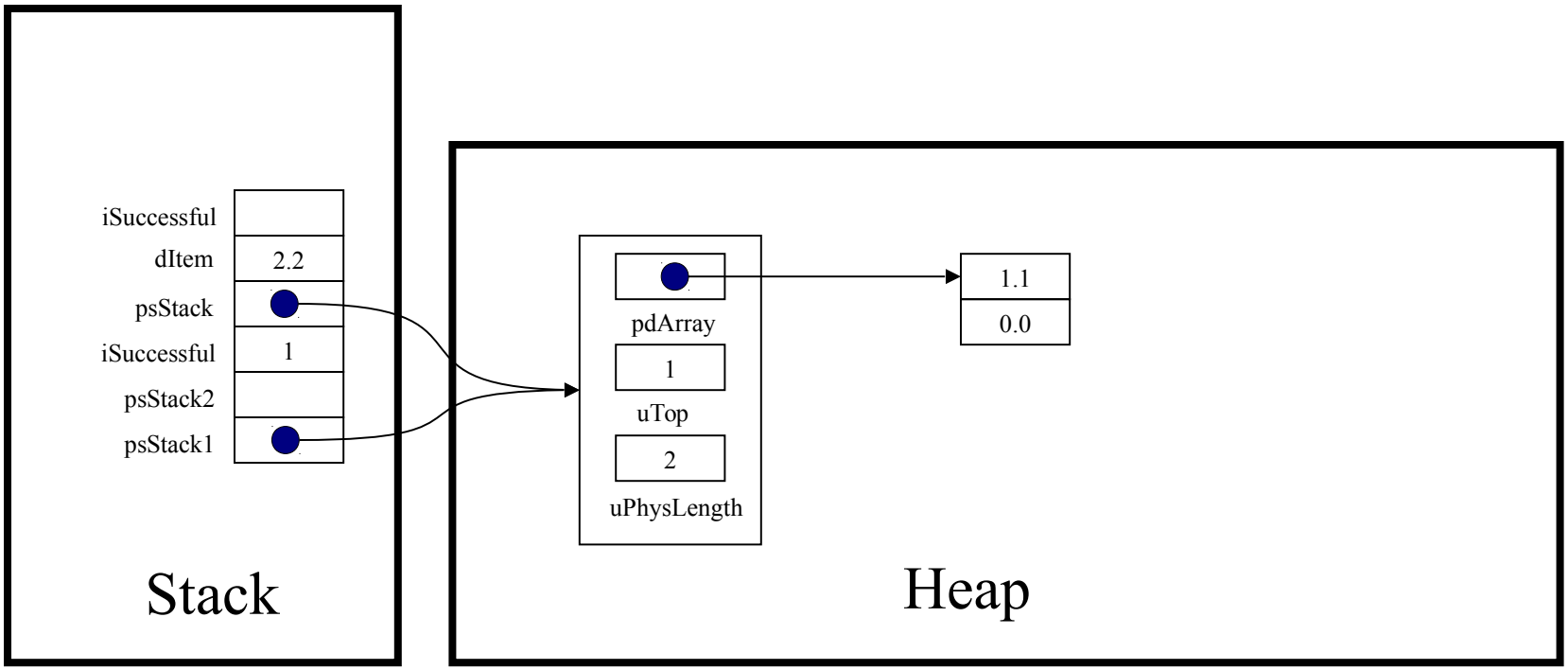
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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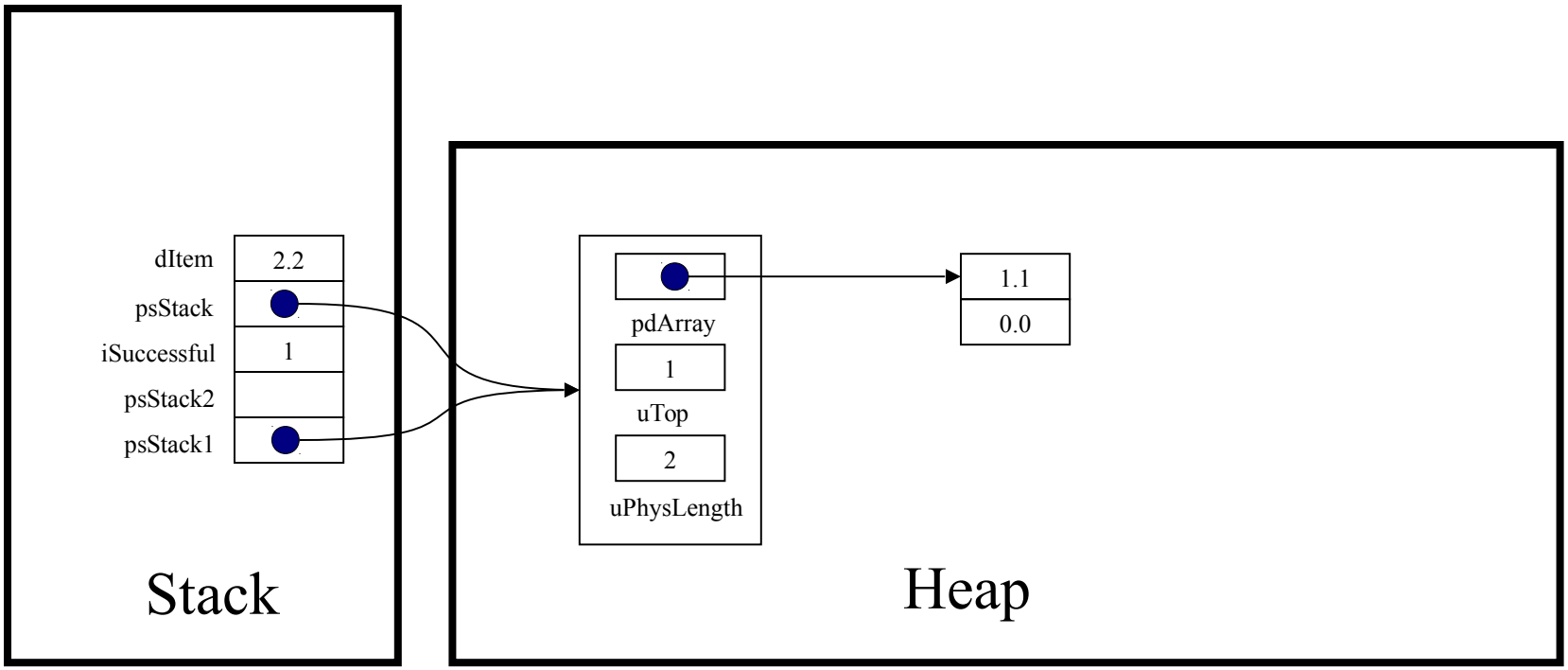
Trace of teststack (Version 1)

```
if (psStack->uTop == psStack->uPhysLength)
   ...
```



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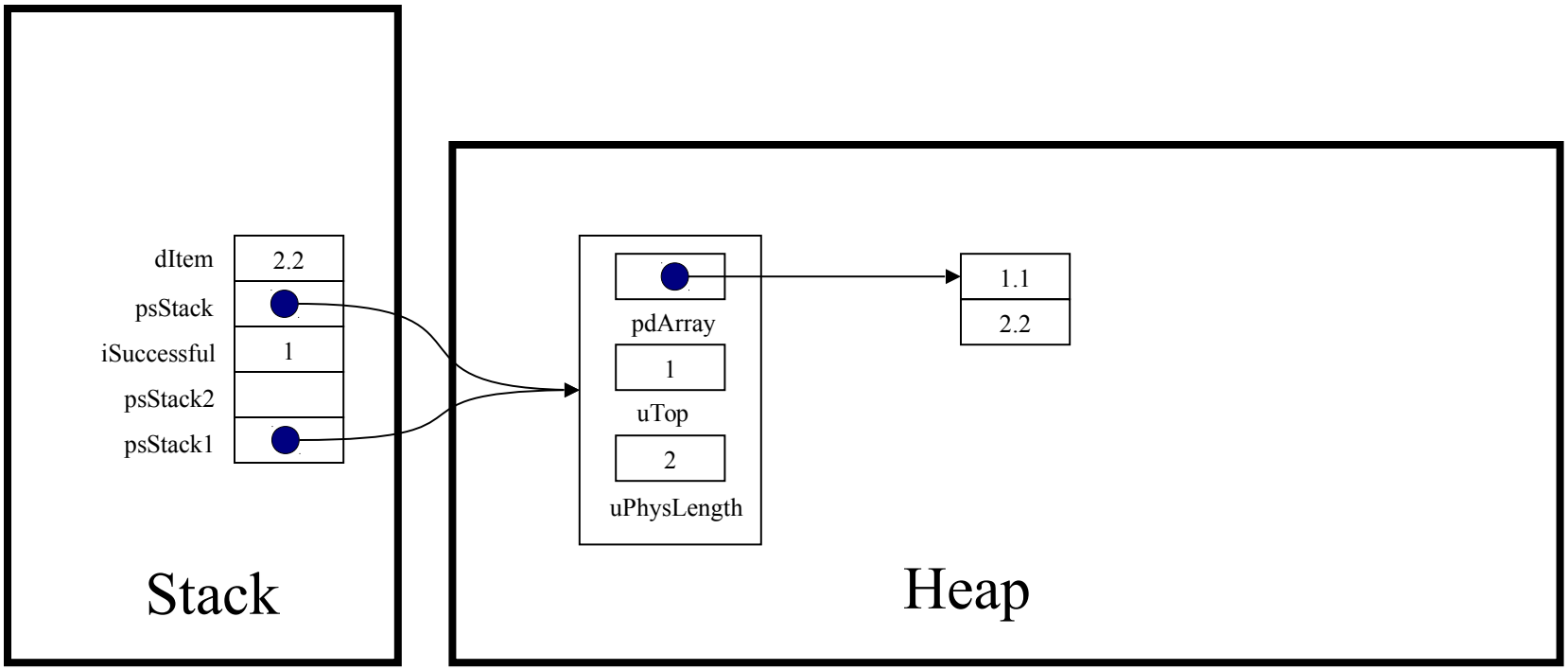
Trace of teststack (Version 1)

```
(psStack->pdArray)[psStack->uTop] = dItem;
```



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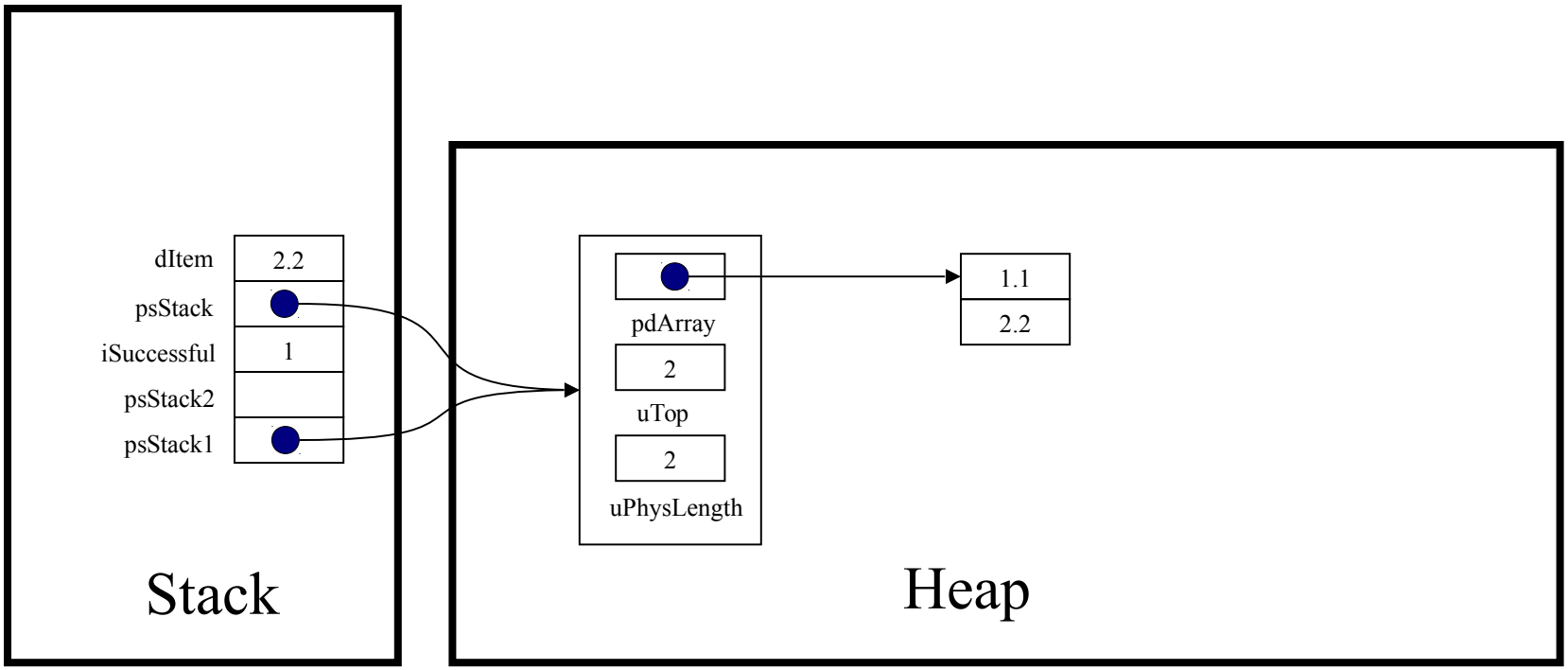
Trace of teststack (Version 1)

```
(psStack->uTop)++;
```



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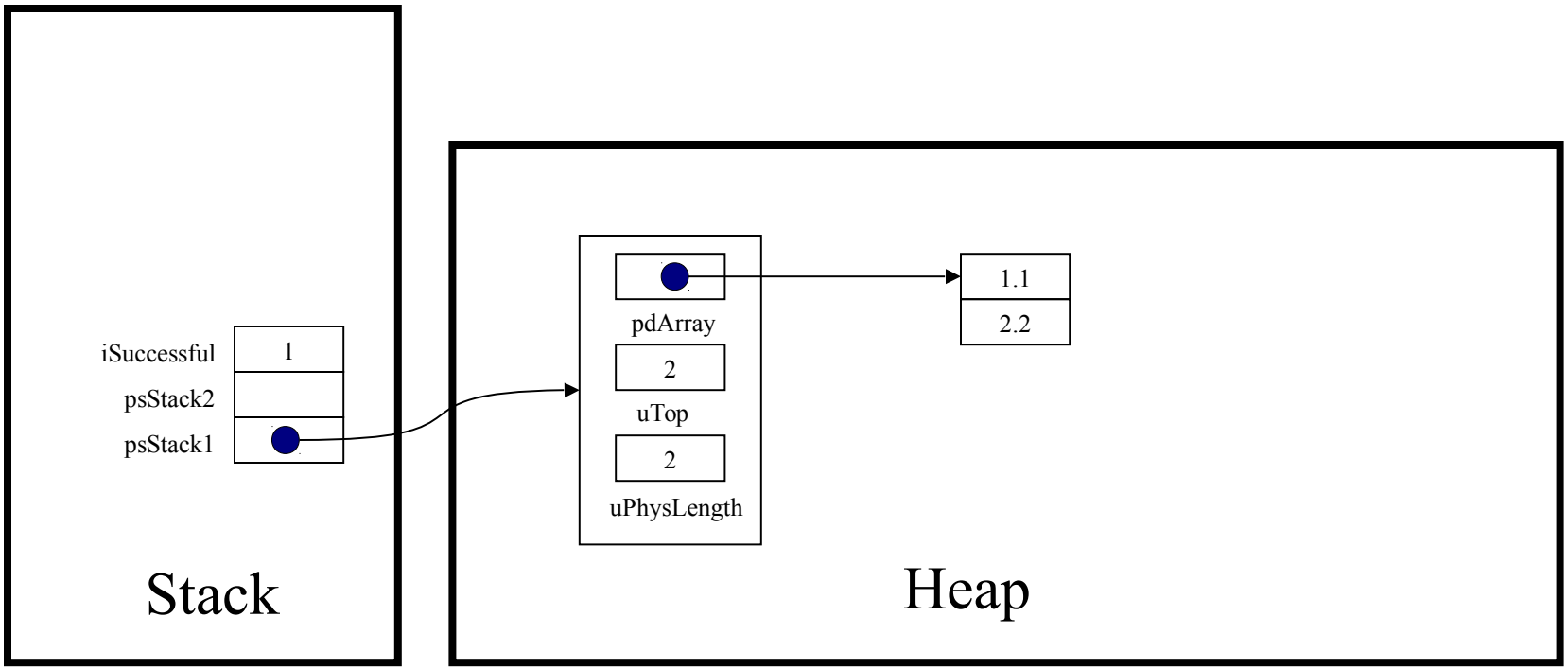
Trace of teststack (Version 1)

```
return 1;
```



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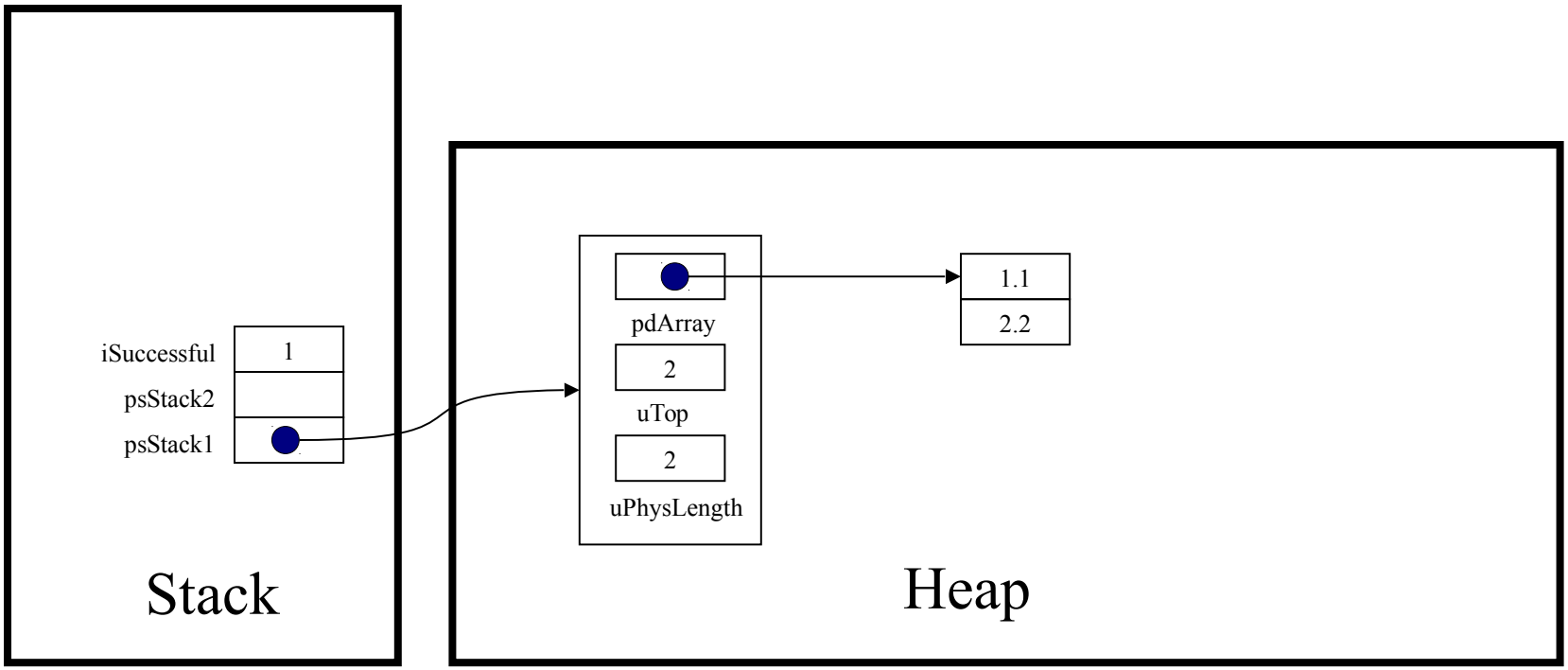
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack1, 2.2);
```



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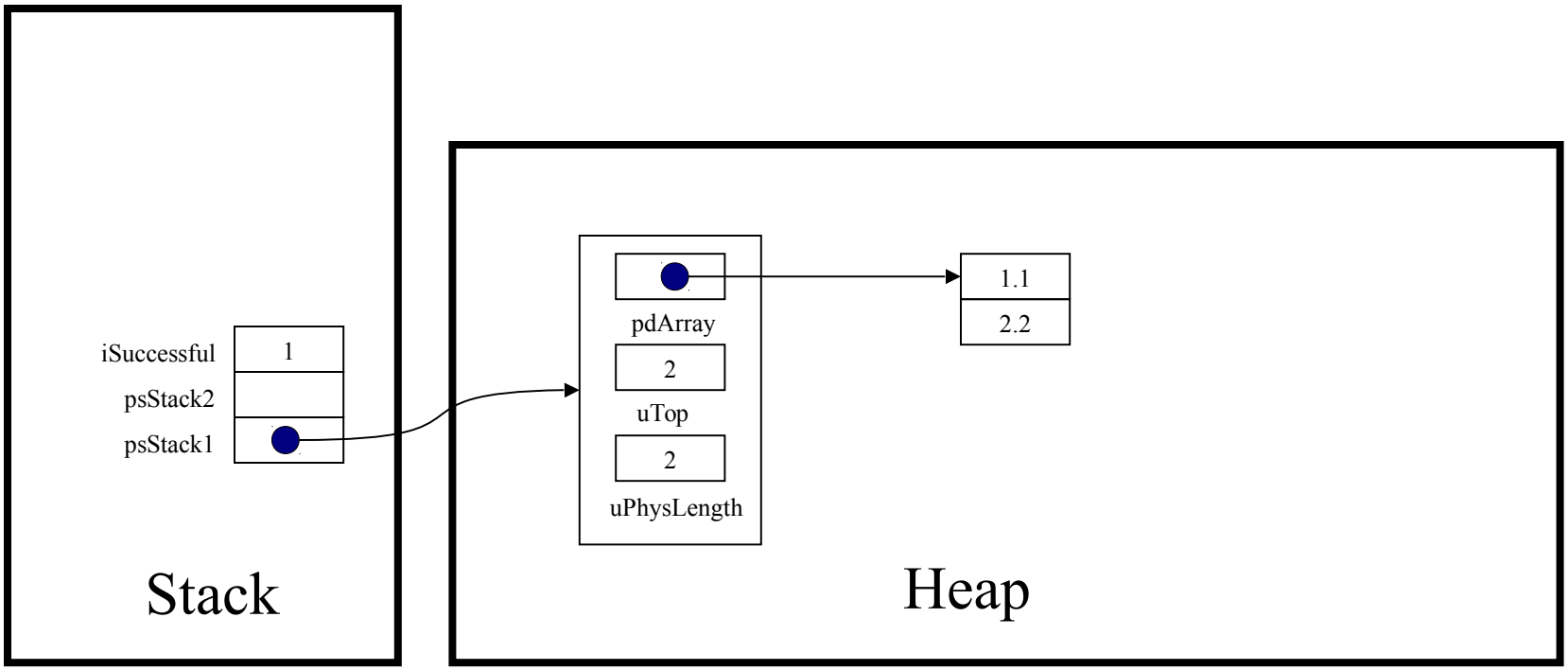
Trace of teststack (Version 1)

```
if (! iSuccesssful) handleMemoryError();
```



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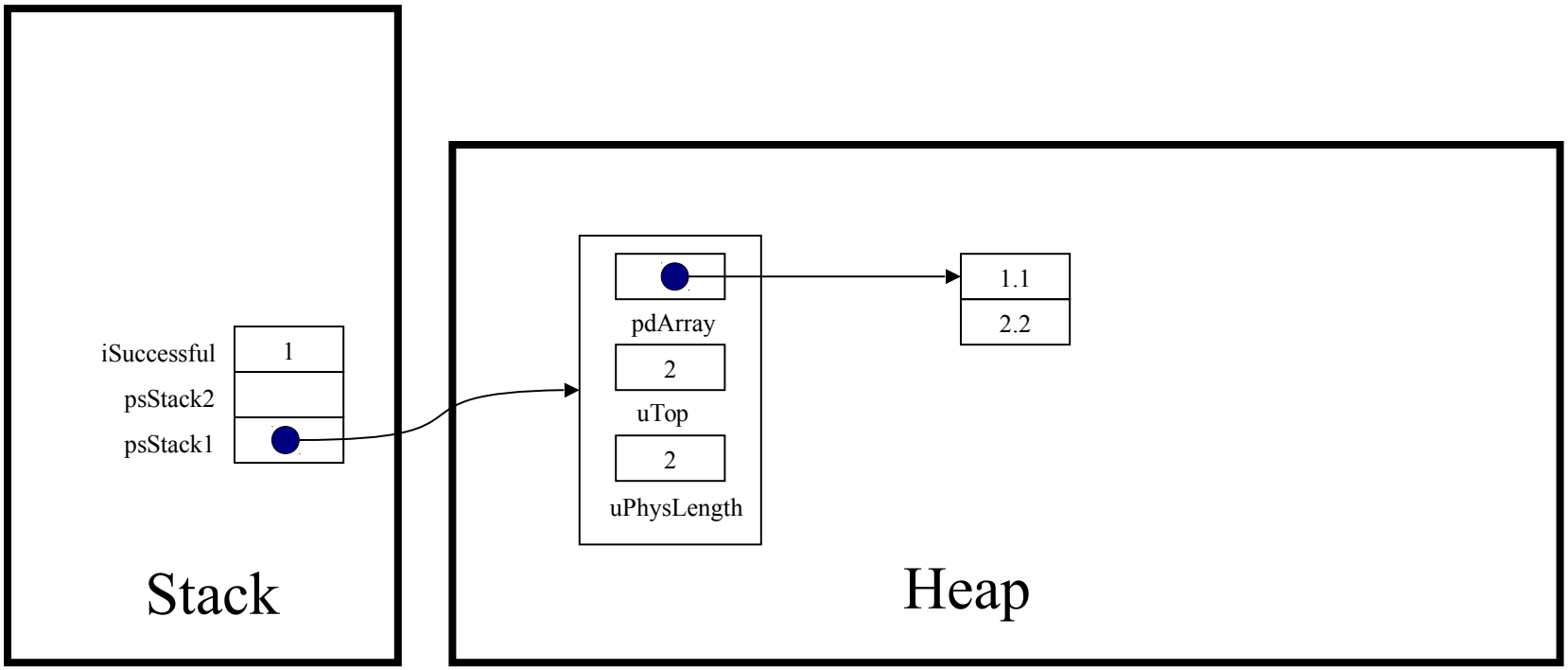
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack1, 3.3);
```



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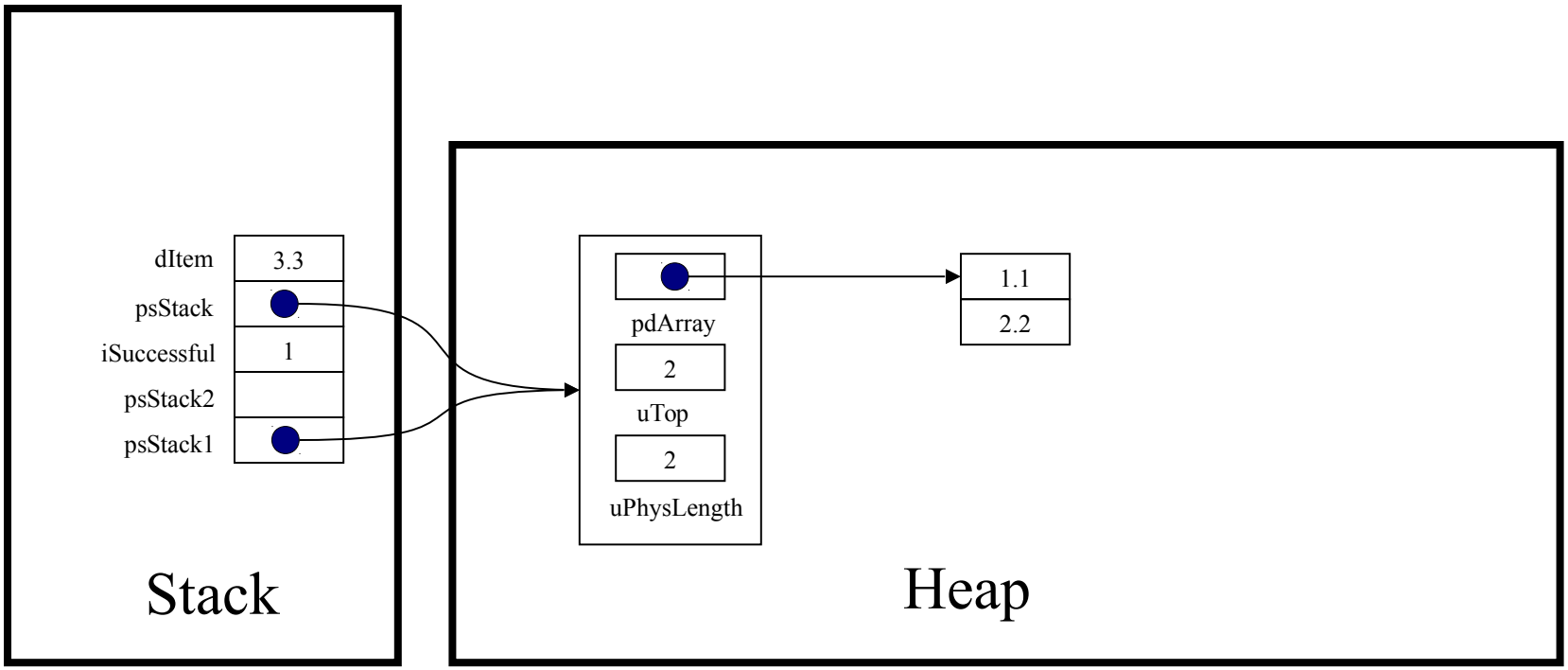
Trace of teststack (Version 1)

```
int Stack_push(struct Stack *psStack, double dItem)
```



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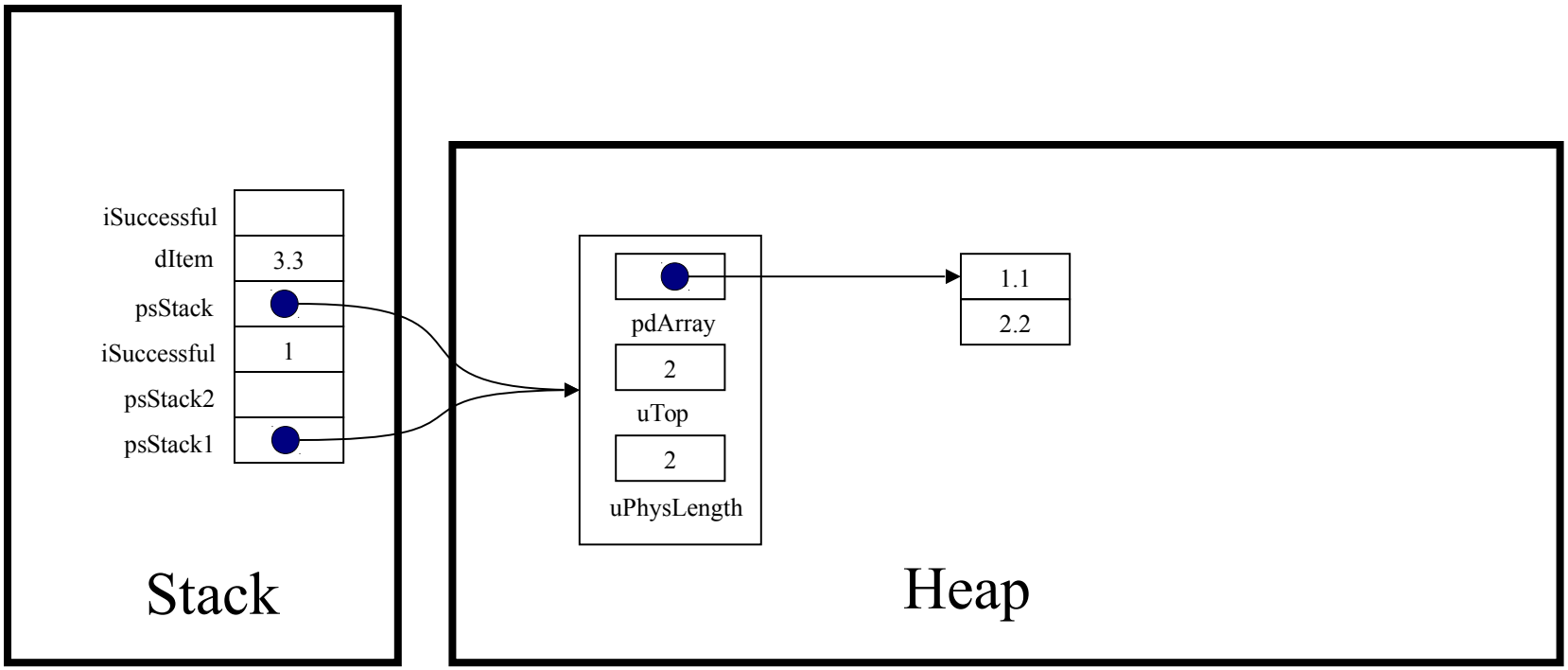
Trace of teststack (Version 1)

```
int iSuccessful;
```



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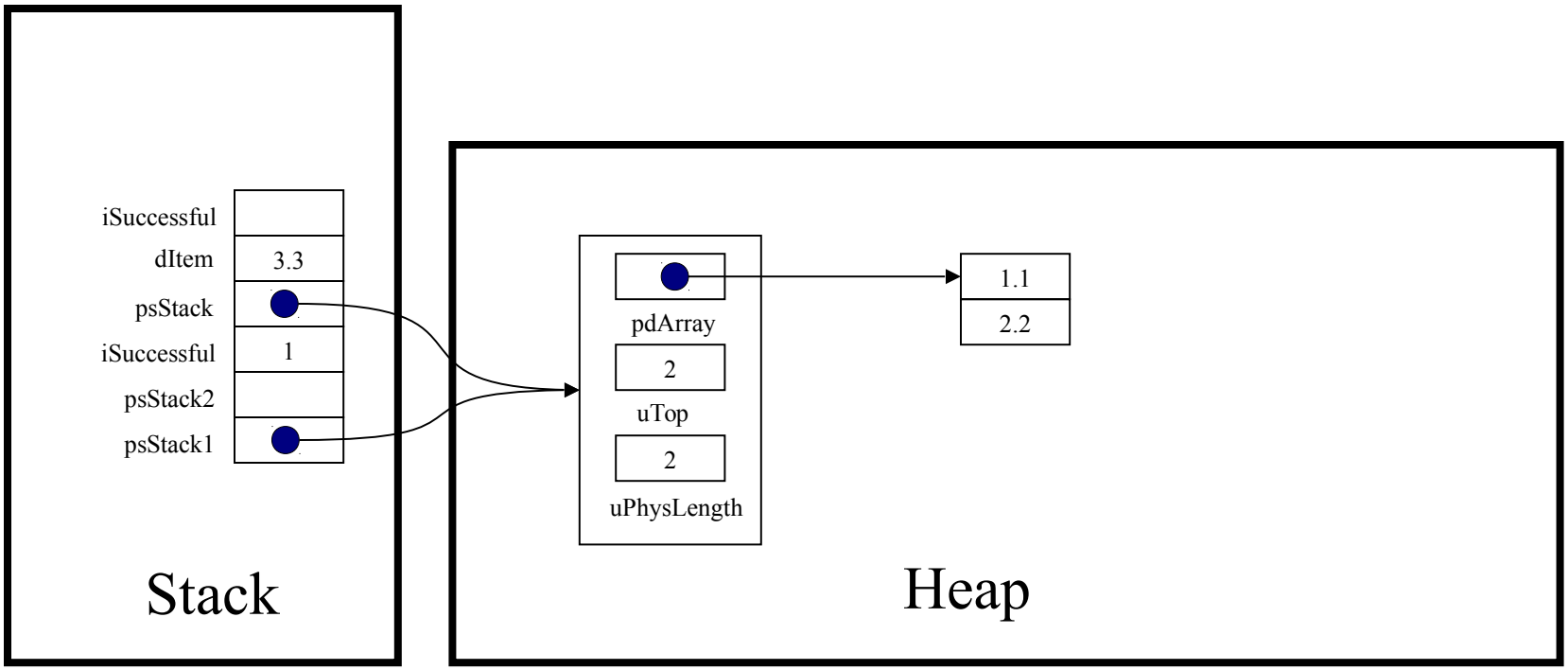
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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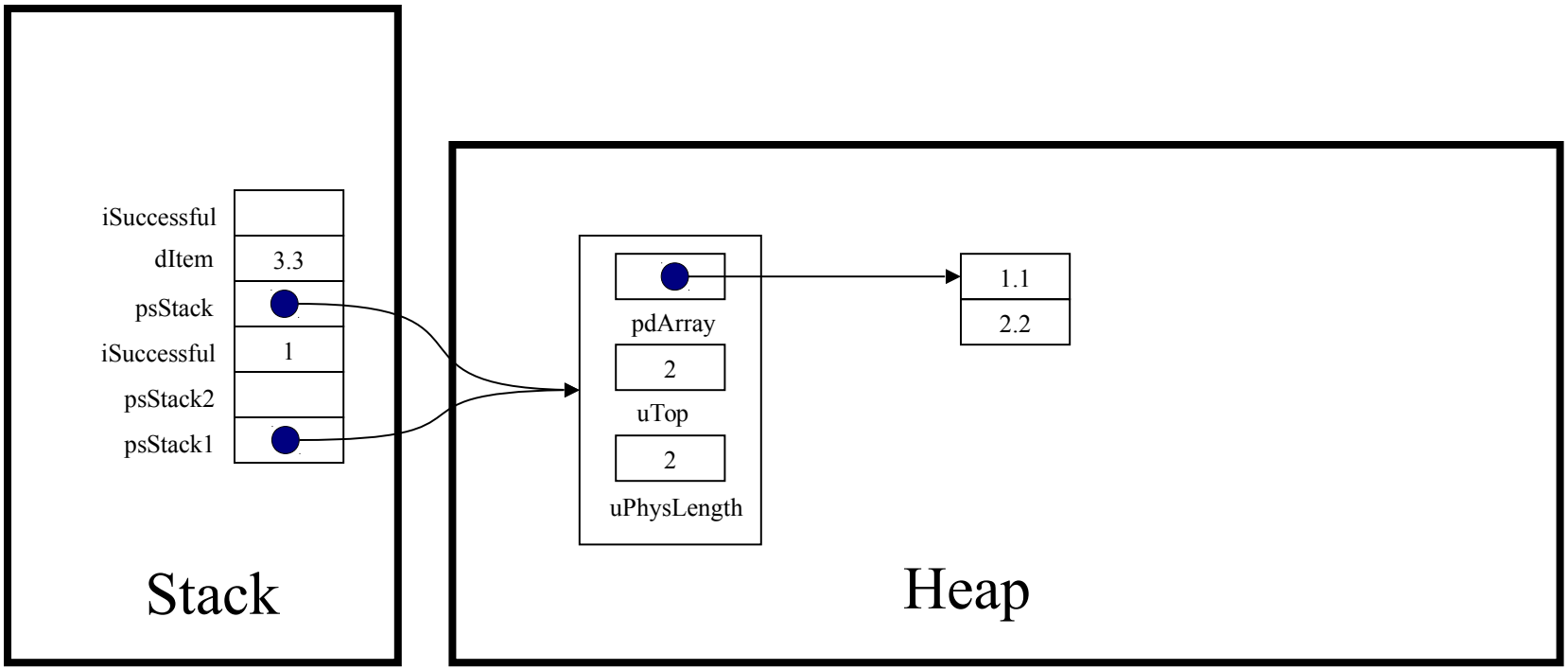
Trace of teststack (Version 1)

```
if (psStack->uTop == psStack->uPhysLength)
```



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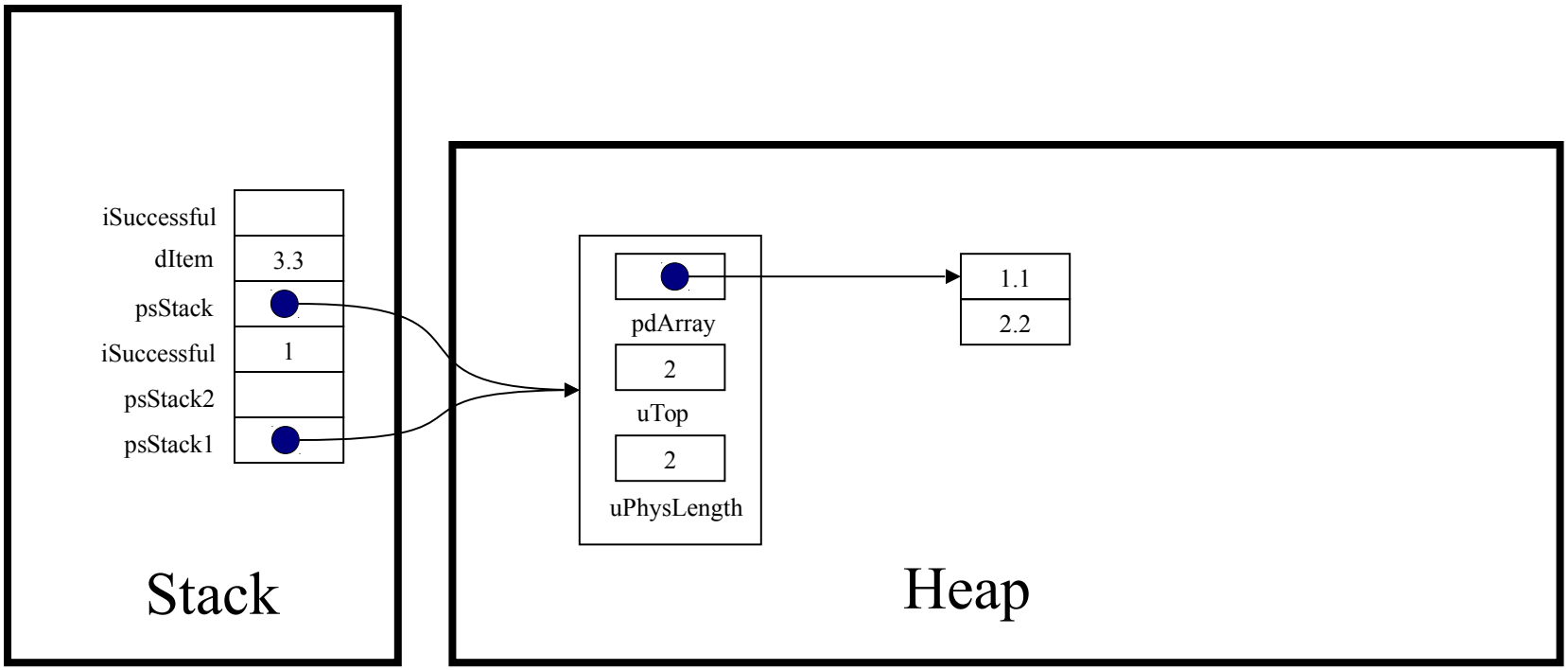
Trace of teststack (Version 1)

```
iSuccessful = Stack_grow(psStack);
```



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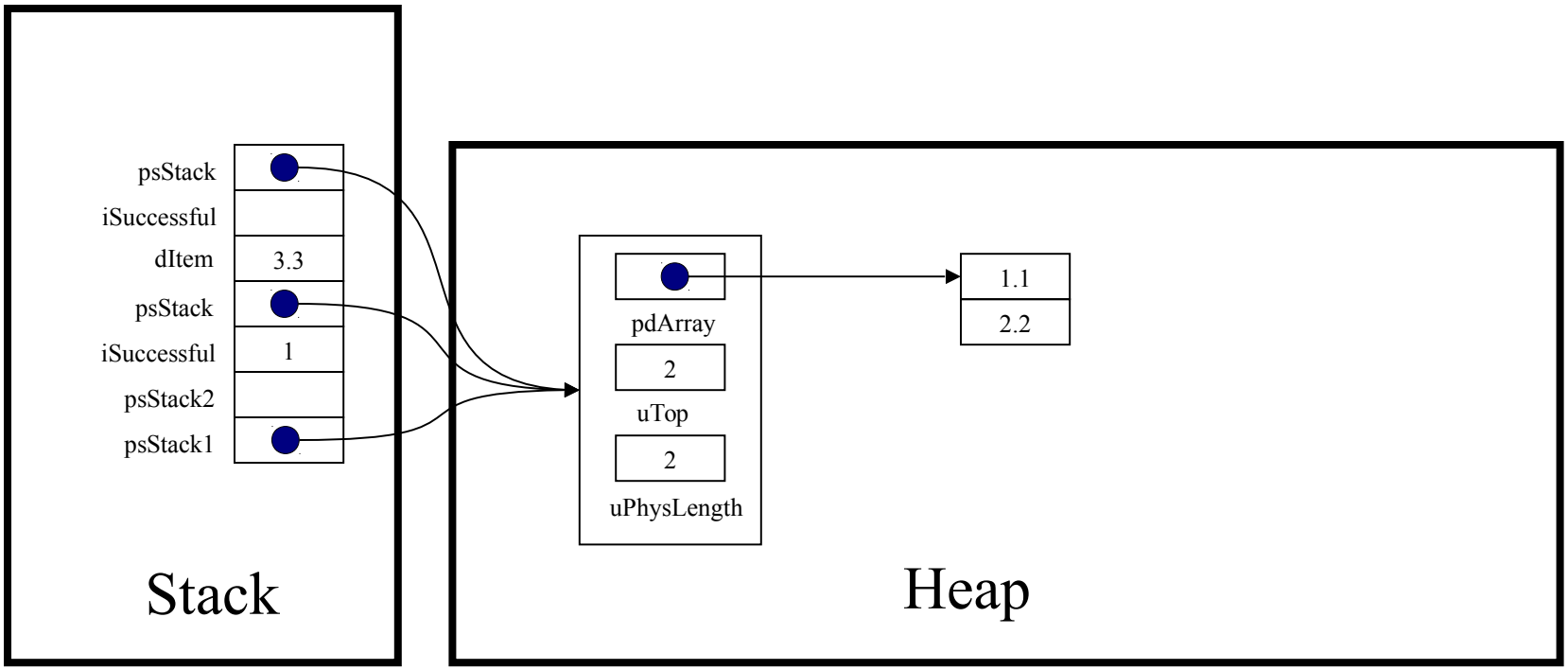
Trace of teststack (Version 1)

```
static int Stack_grow(struct Stack *psStack)
```



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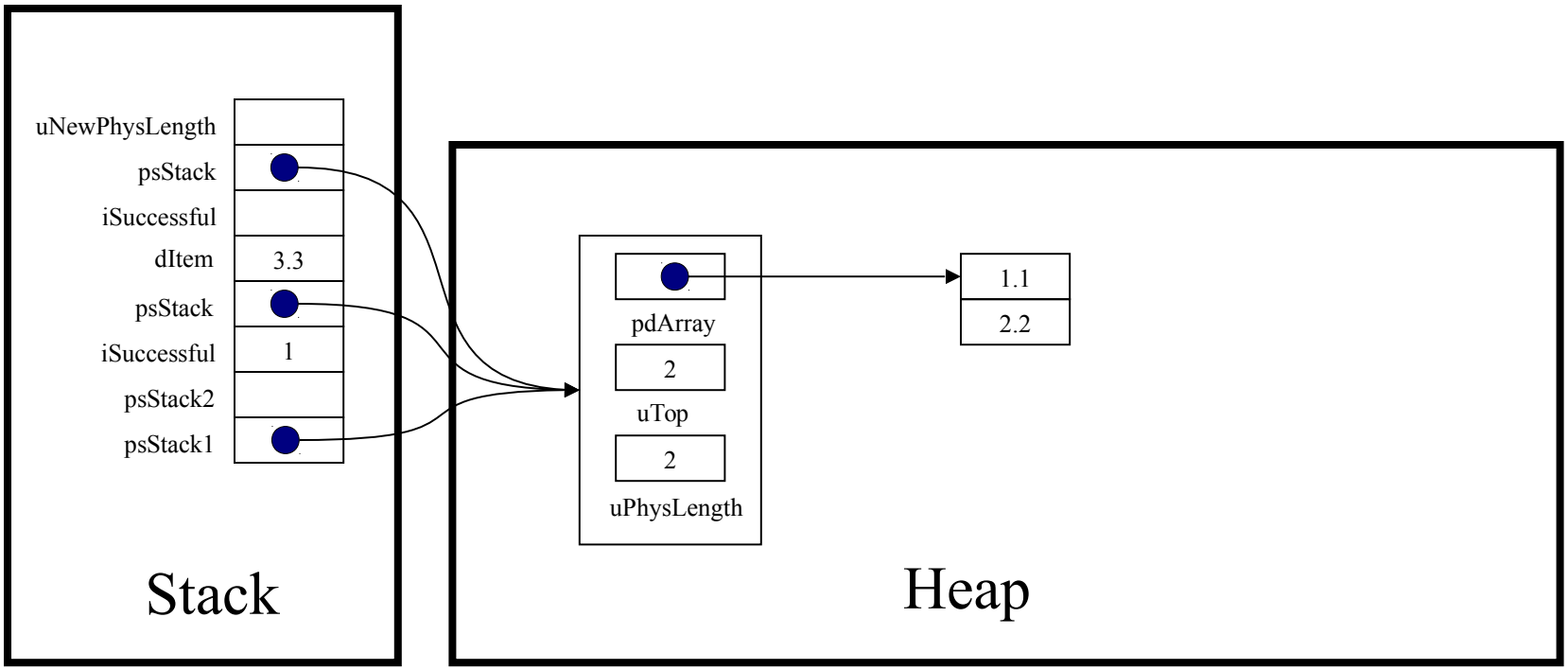
Trace of teststack (Version 1)

```
size_t uNewPhysLength;
```



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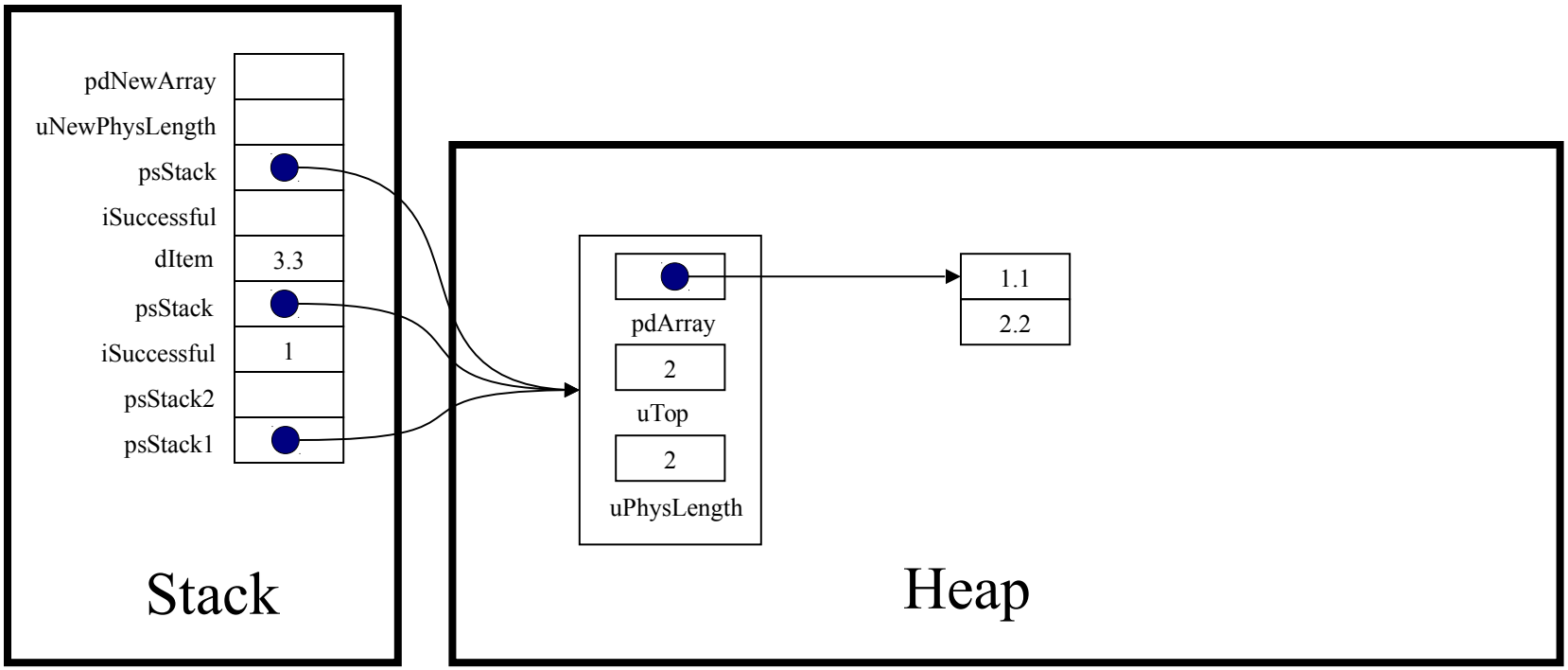
Trace of teststack (Version 1)

```
double *pdNewArray;
```



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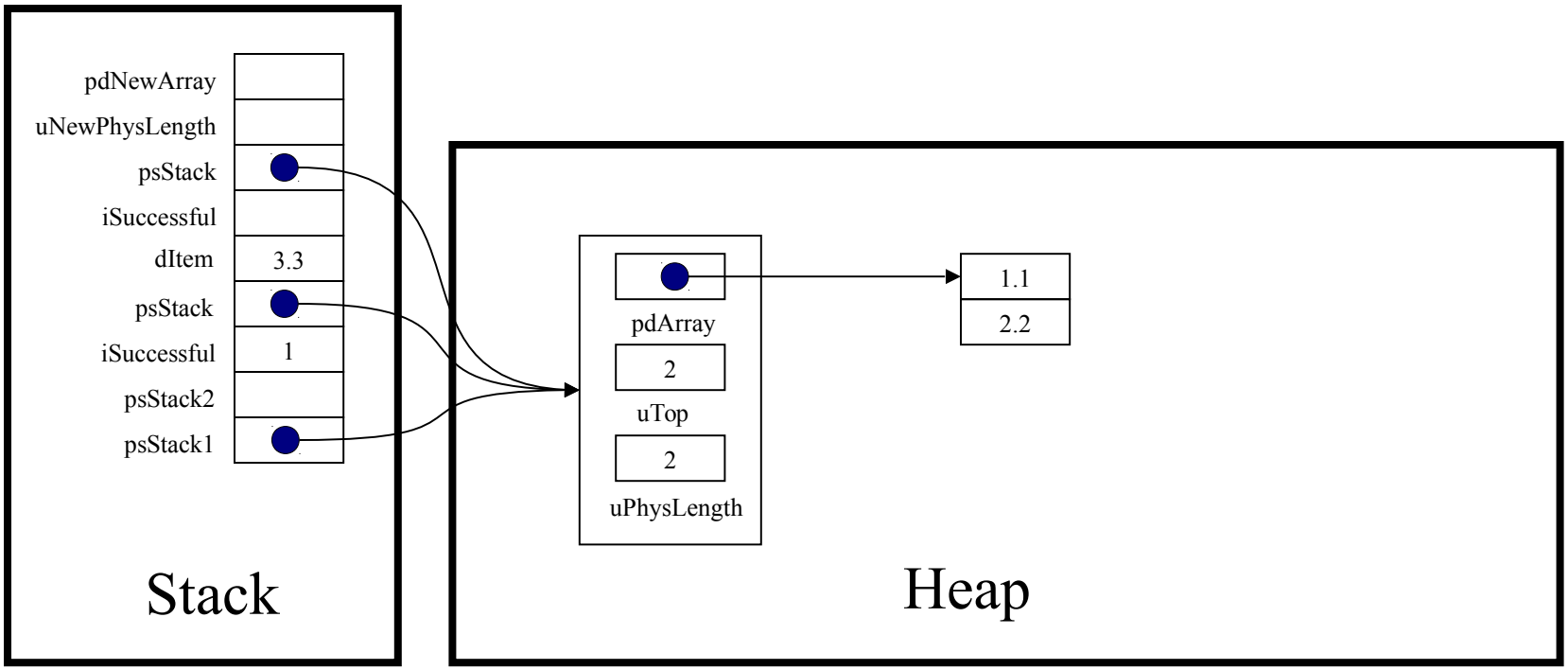
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



Princeton University
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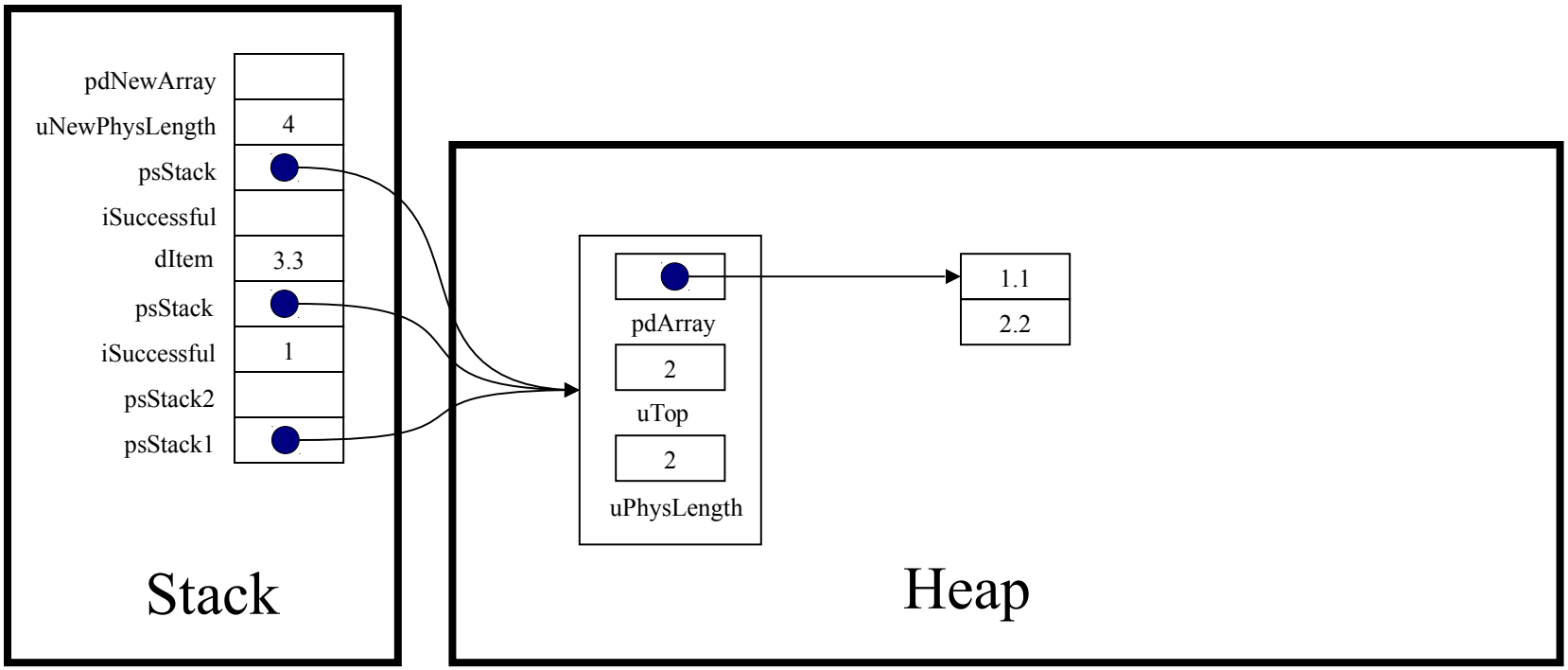
Trace of teststack (Version 1)

```
uNewPhysLength = GROWTH_FACTOR * pcStack→uPhysLength;
```



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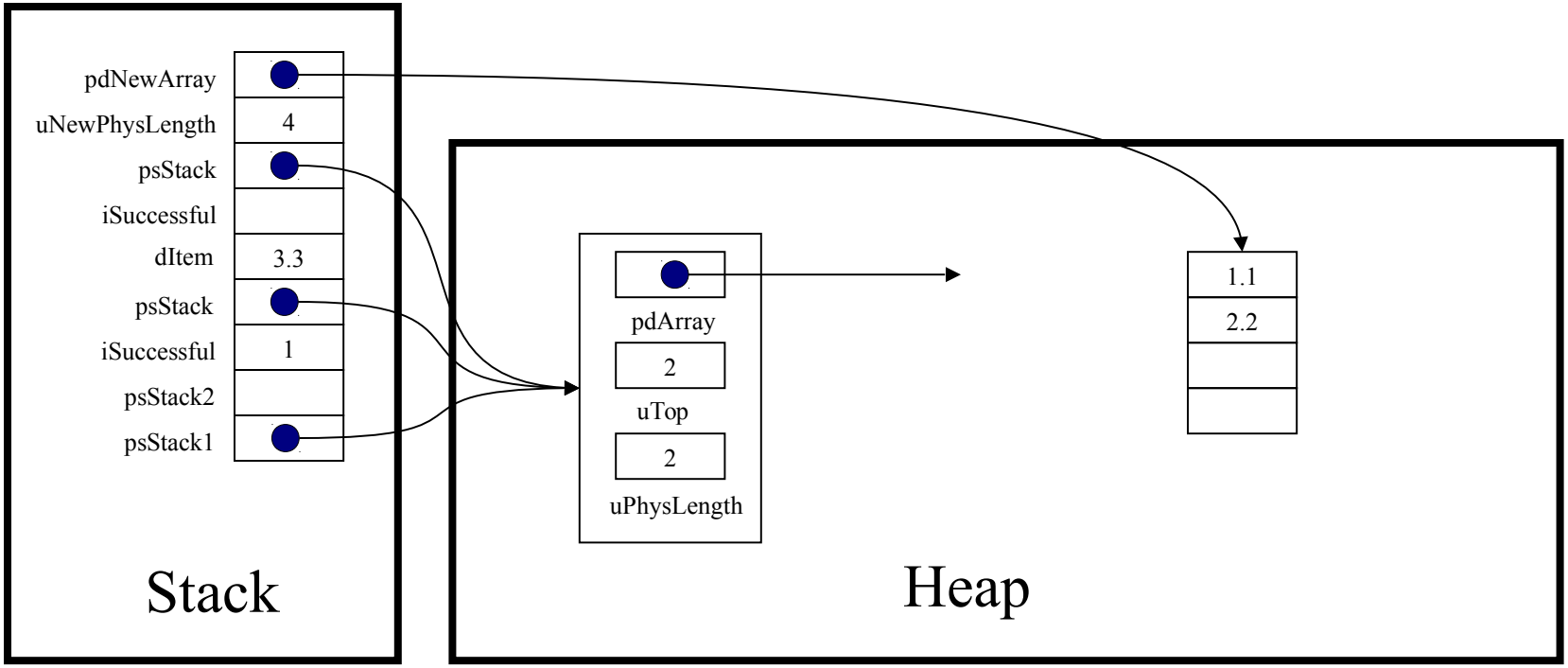
Trace of teststack (Version 1)

```
pdNewArray = (double*)
   realloc(psStack->pdArray, sizeof(double) * uNewPhysLength);
```



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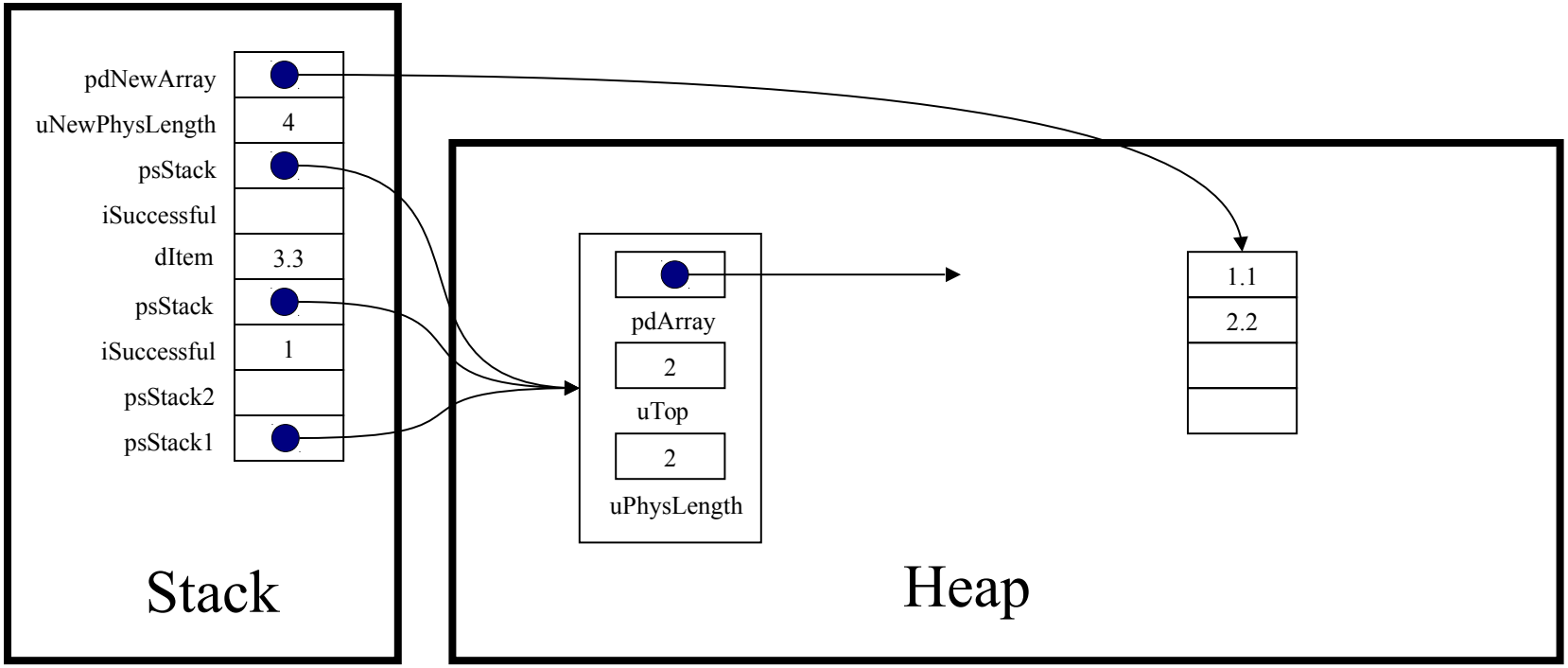
Trace of teststack (Version 1)

```
if (pdNewArray == NULL)
   return 0;
```



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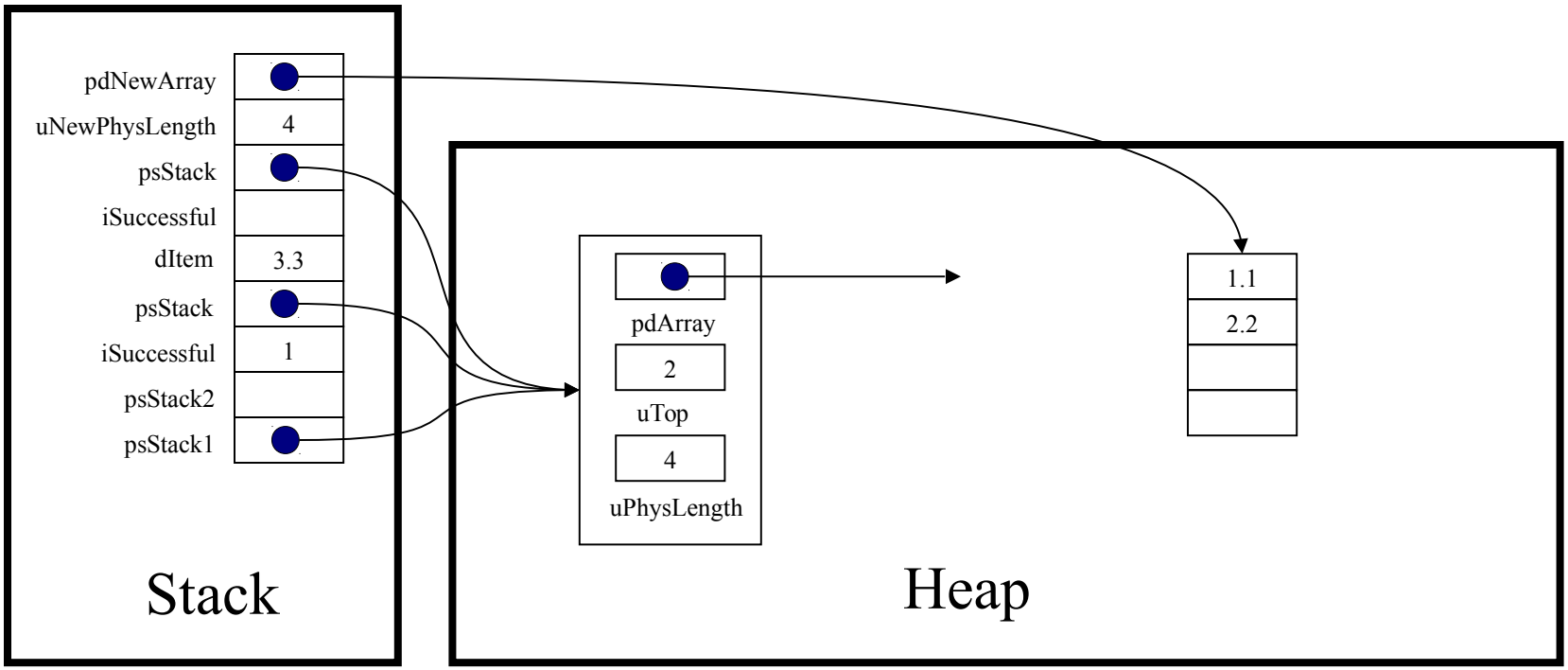
Trace of teststack (Version 1)

```
psStack->uPhysLength = uNewPhysLength;
```



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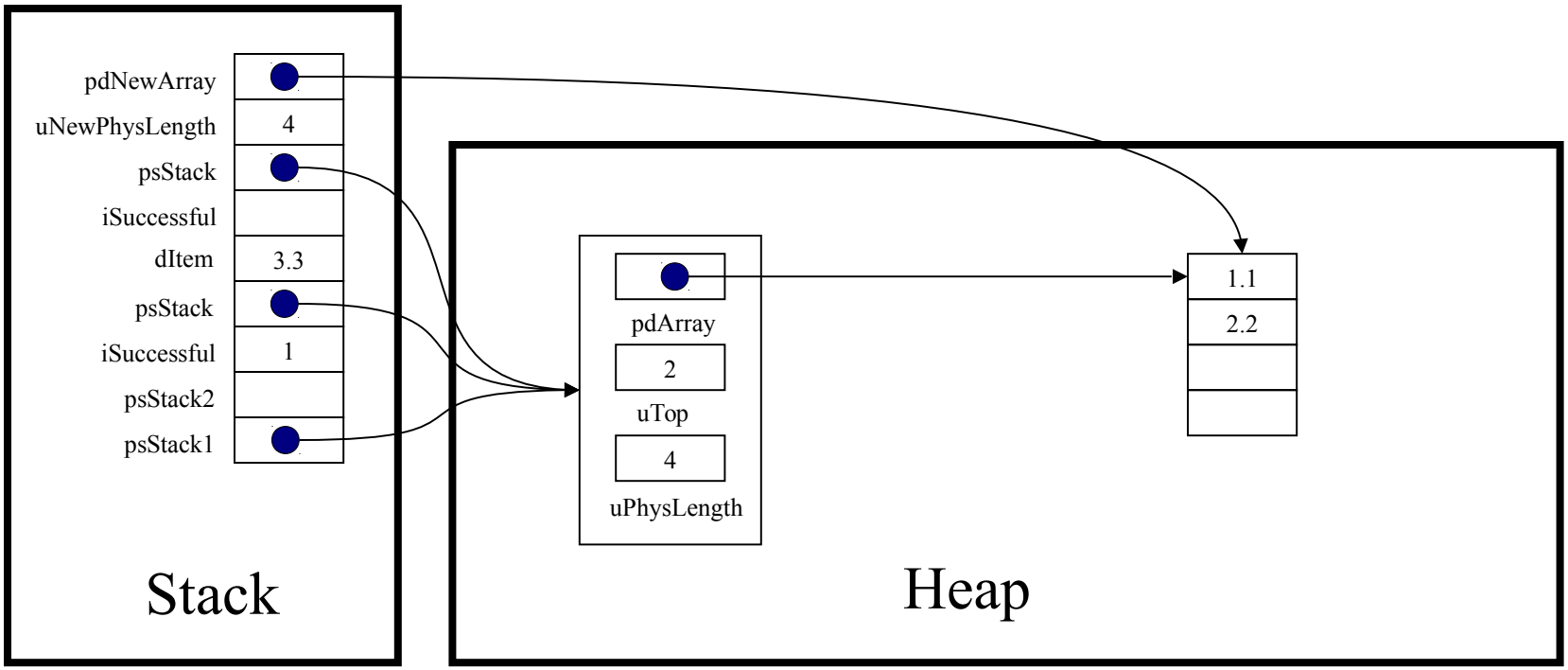
Trace of teststack (Version 1)

```
psStack->pdArray = pdNewArray;
```



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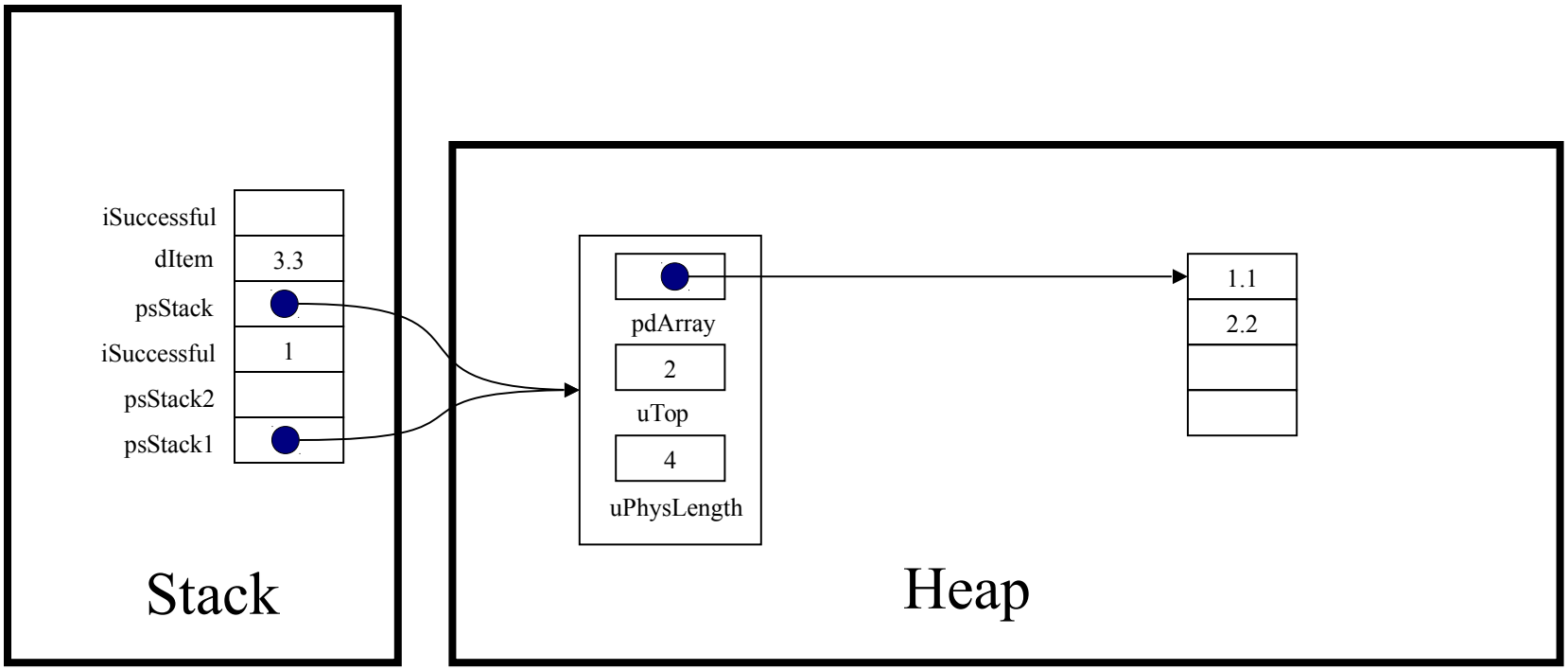
Trace of teststack (Version 1)

```
return 1;
```



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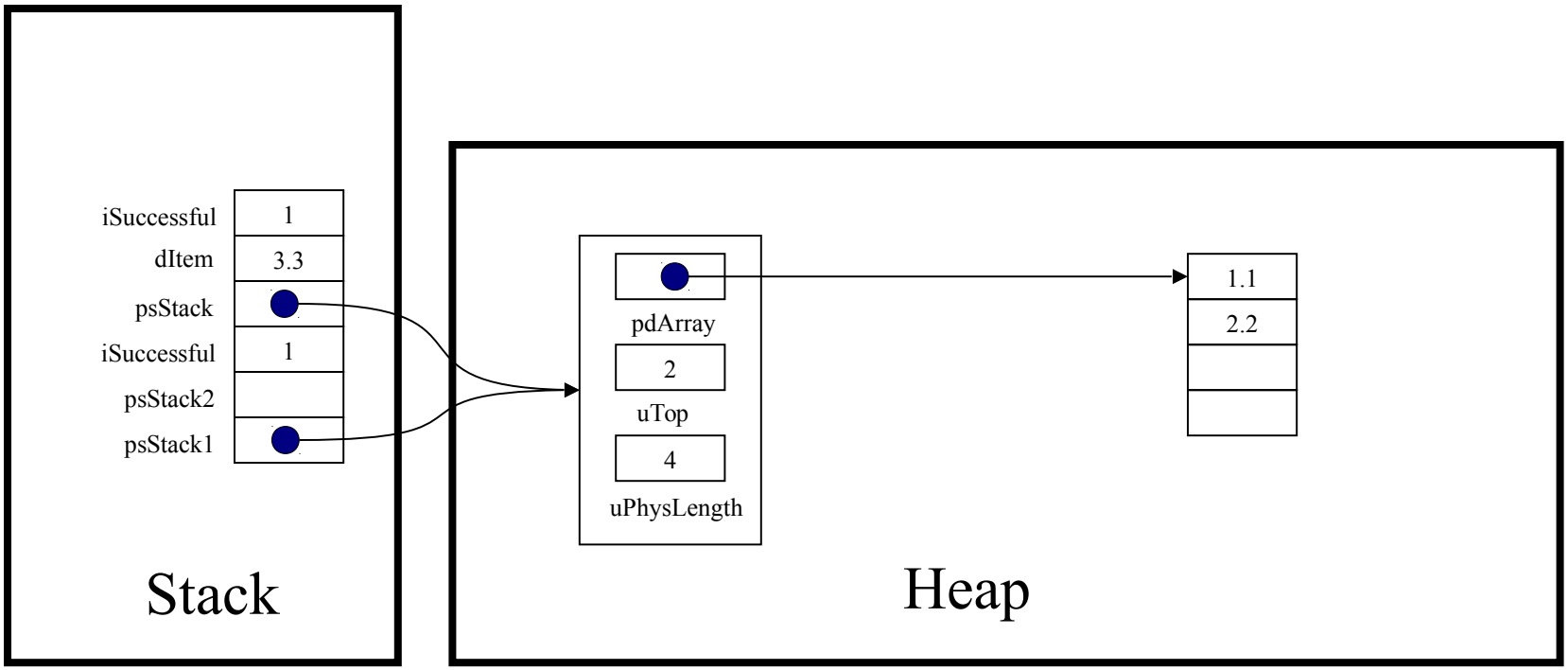
Trace of teststack (Version 1)

```
iSuccessful = Stack_grow(psStack);
```



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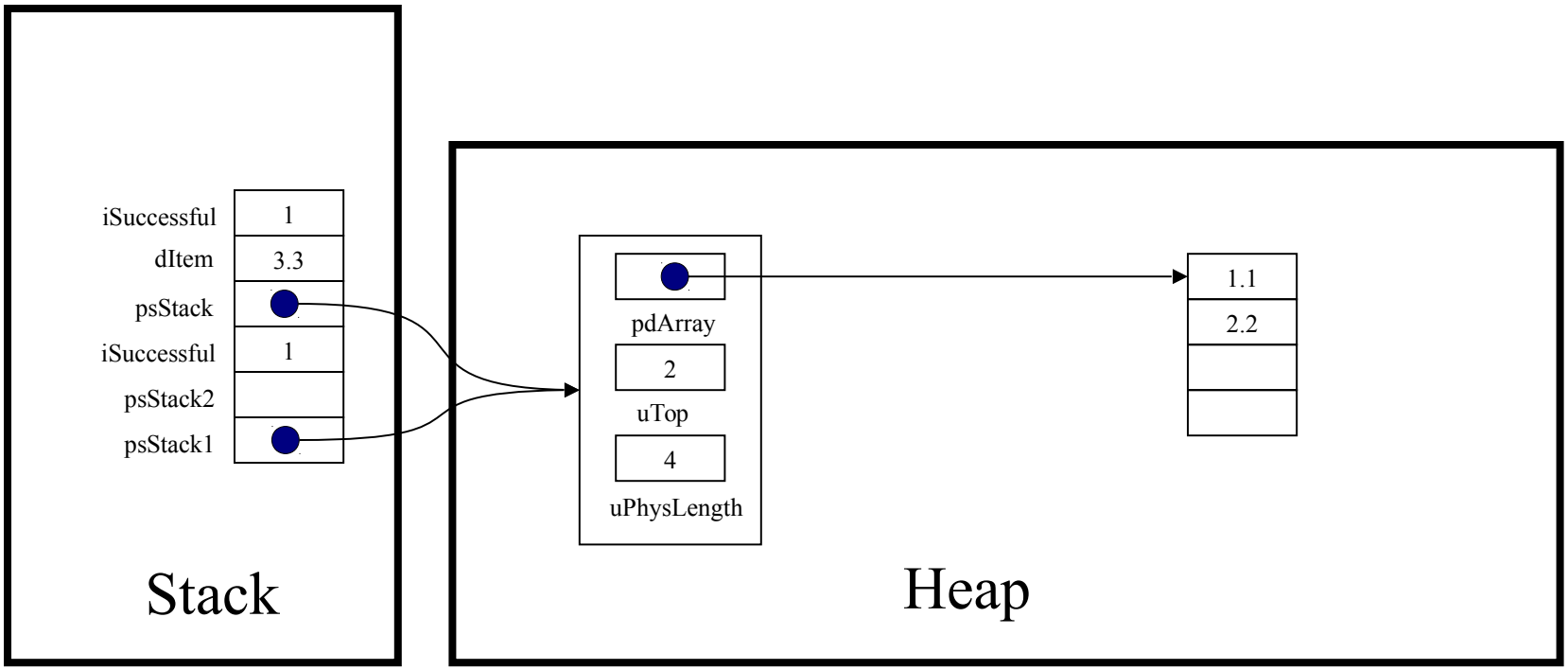
Trace of teststack (Version 1)

```
if (! iSuccessful)
   return 0;
```



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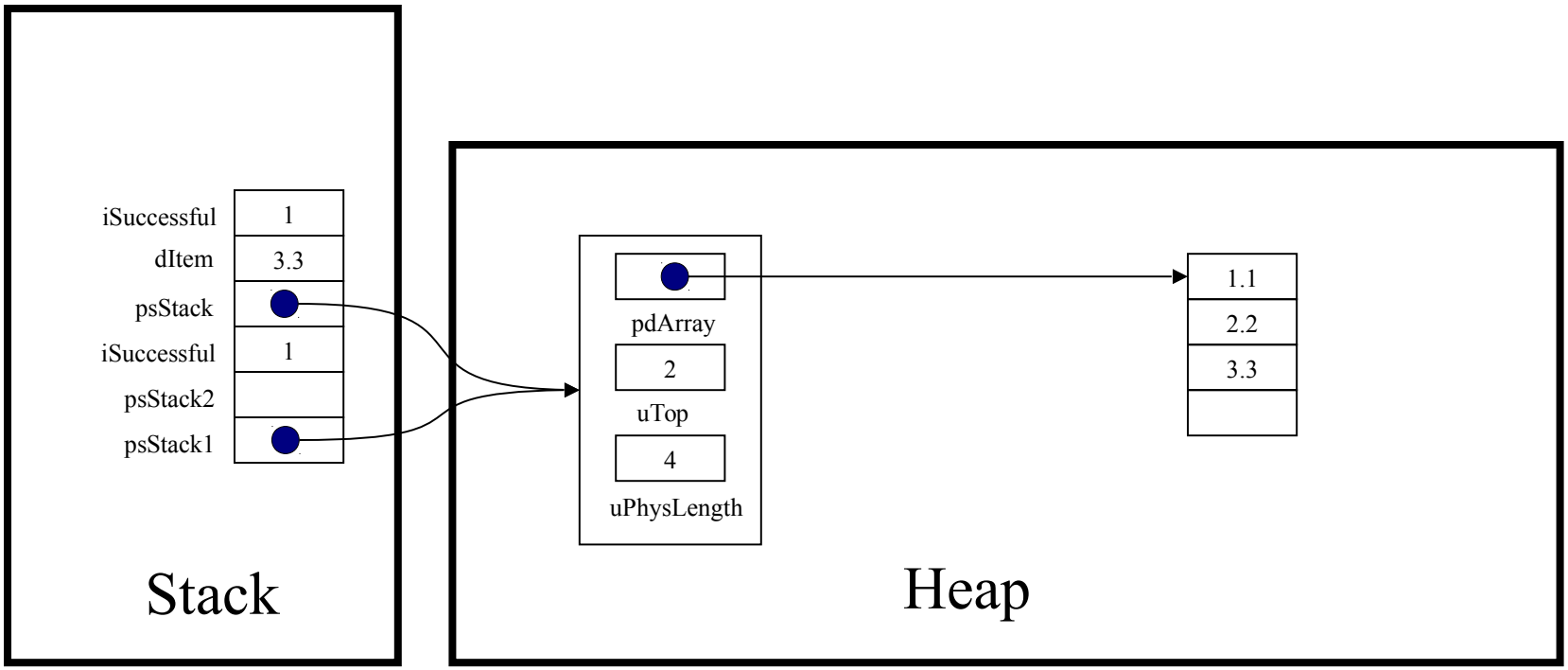
Trace of teststack (Version 1)

```
(psStack→pdArray)[psStack->uTop] = dItem;
```



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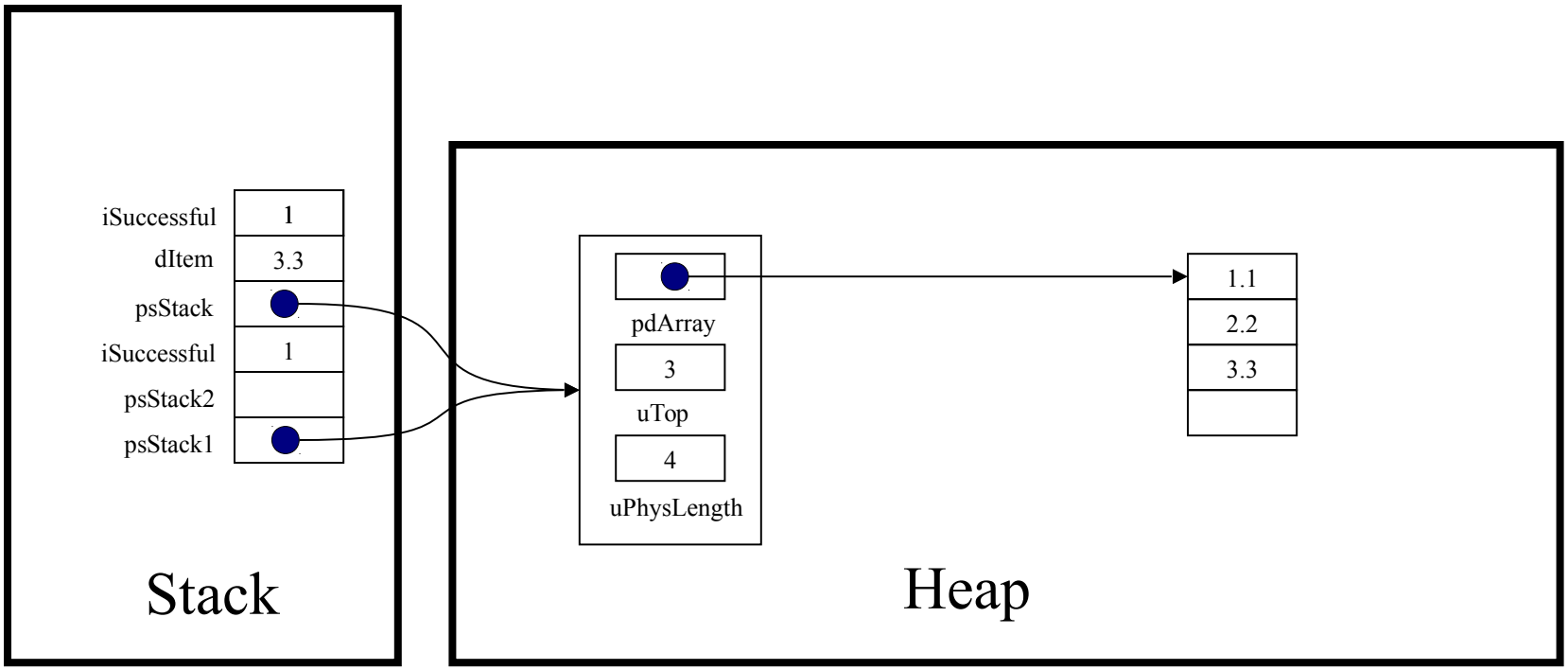
Trace of teststack (Version 1)

```
(psStack->uTop)++;
```



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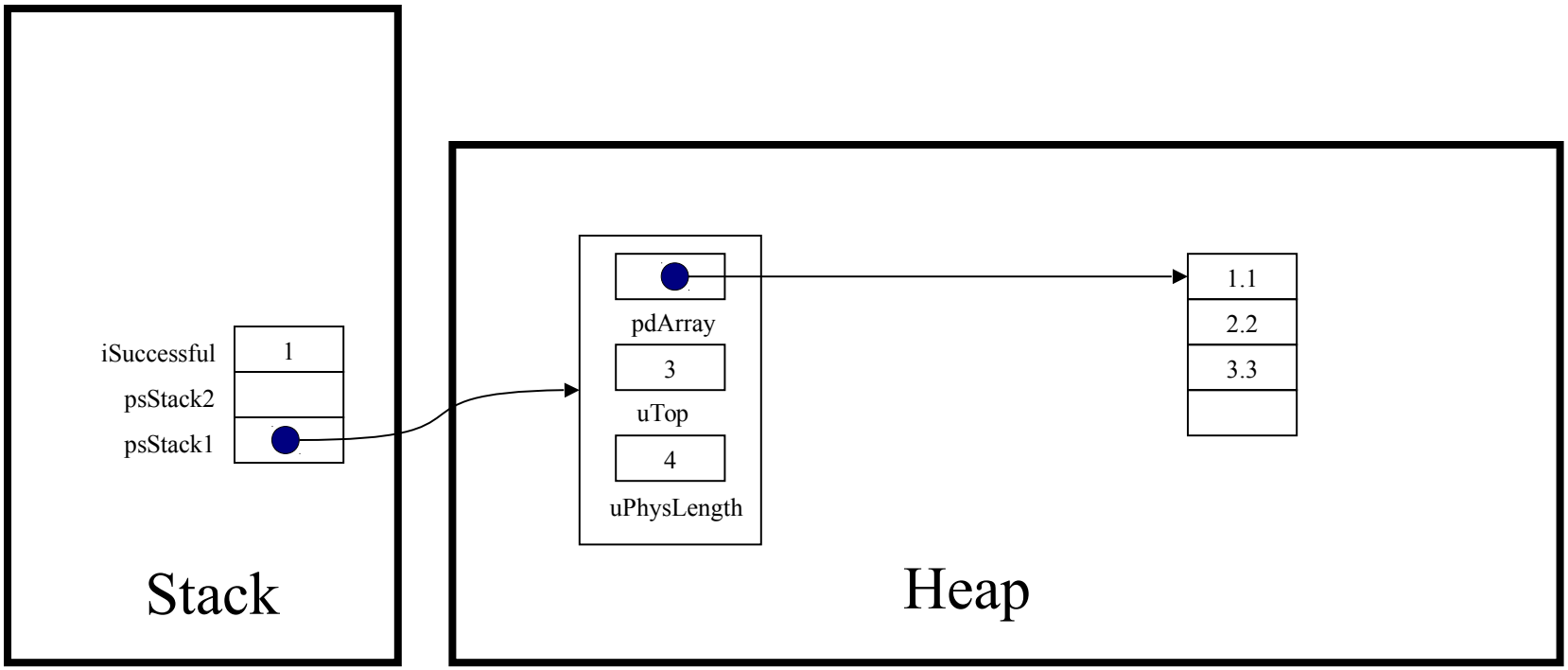
Trace of teststack (Version 1)

```
return 1;
```



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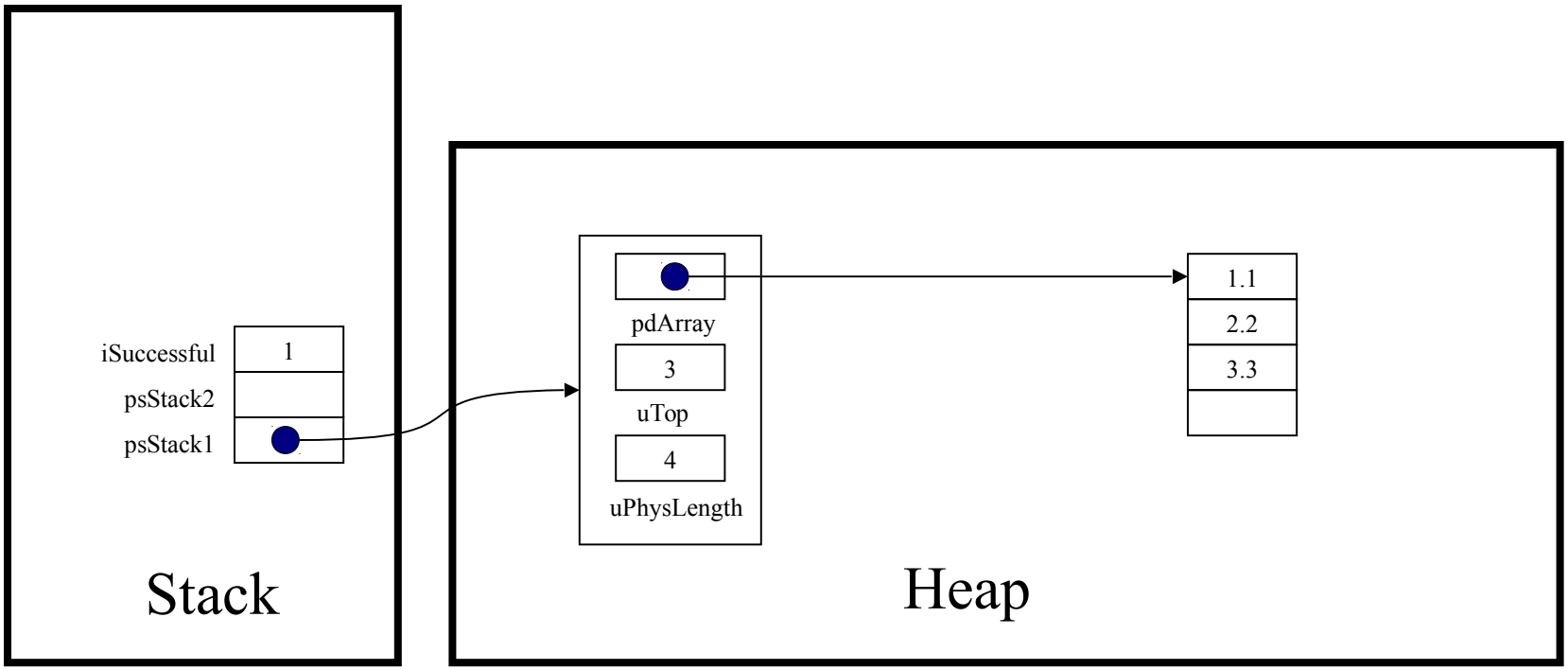
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack1, 3.3);
```



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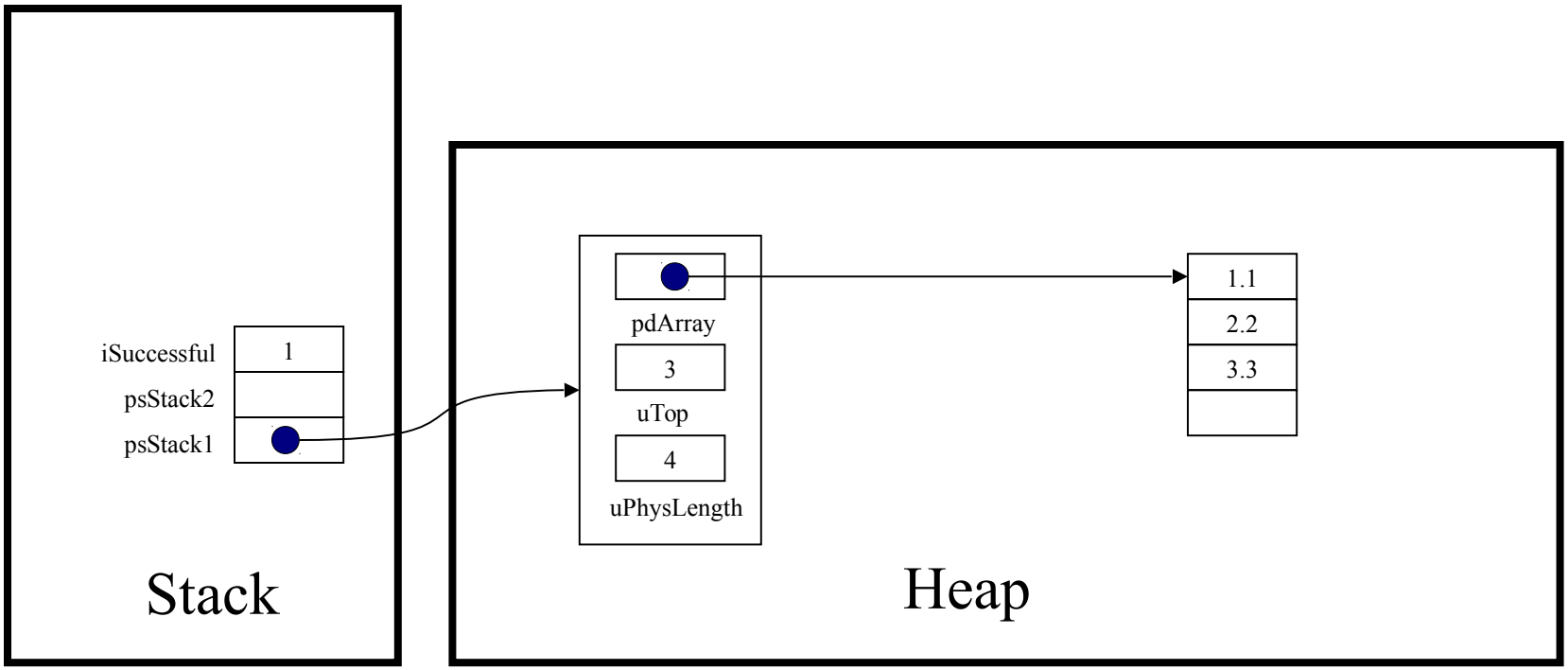
Trace of teststack (Version 1)

```
if (! iSuccessful) handleMemoryError();
```



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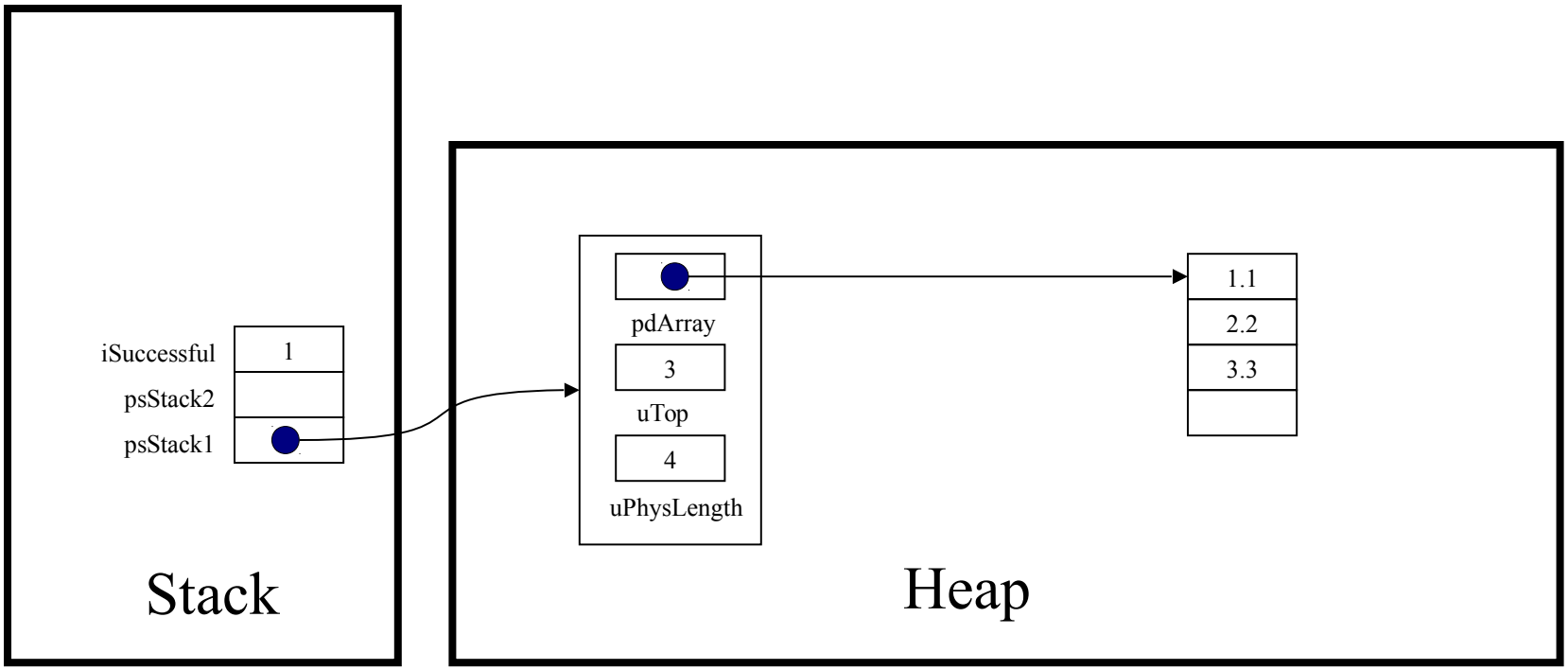
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack1))
   ...
```



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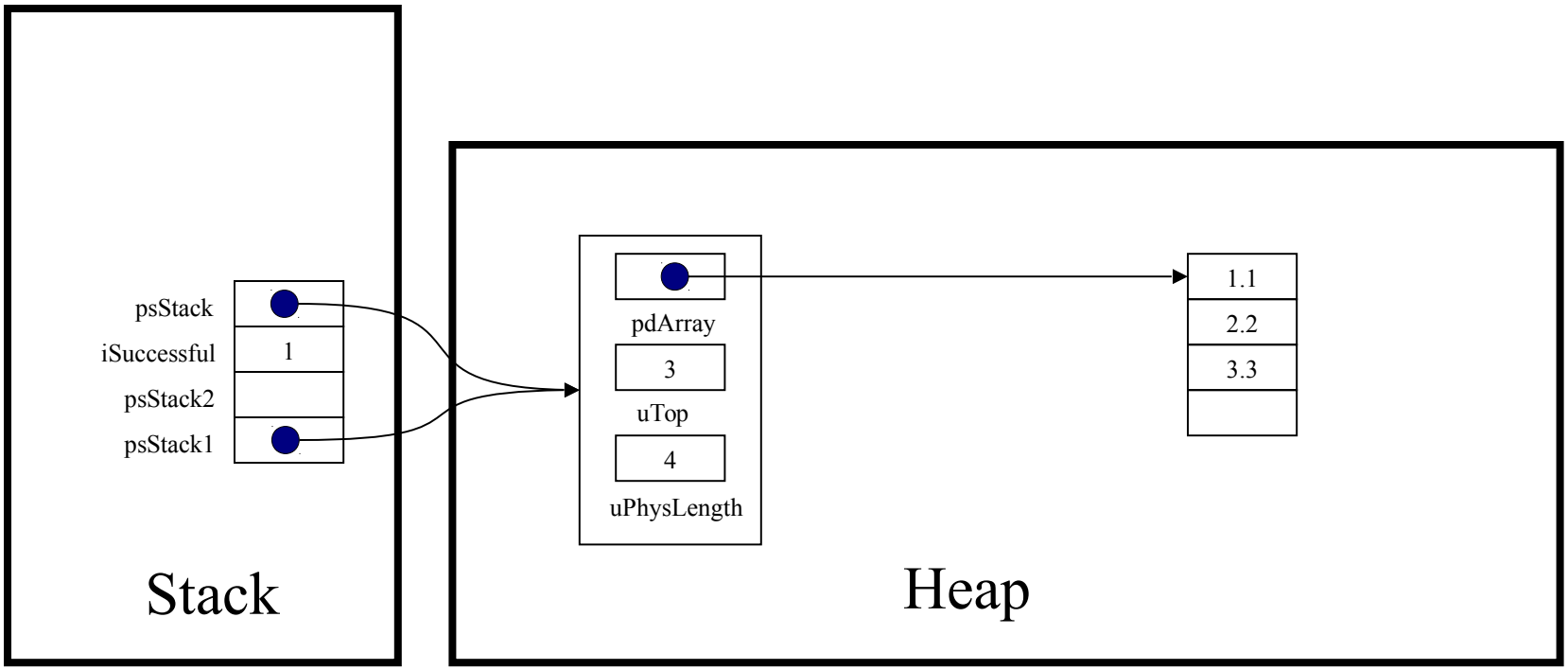
Trace of teststack (Version 1)

```
int Stack_isEmpty(struct Stack *psStack)
```



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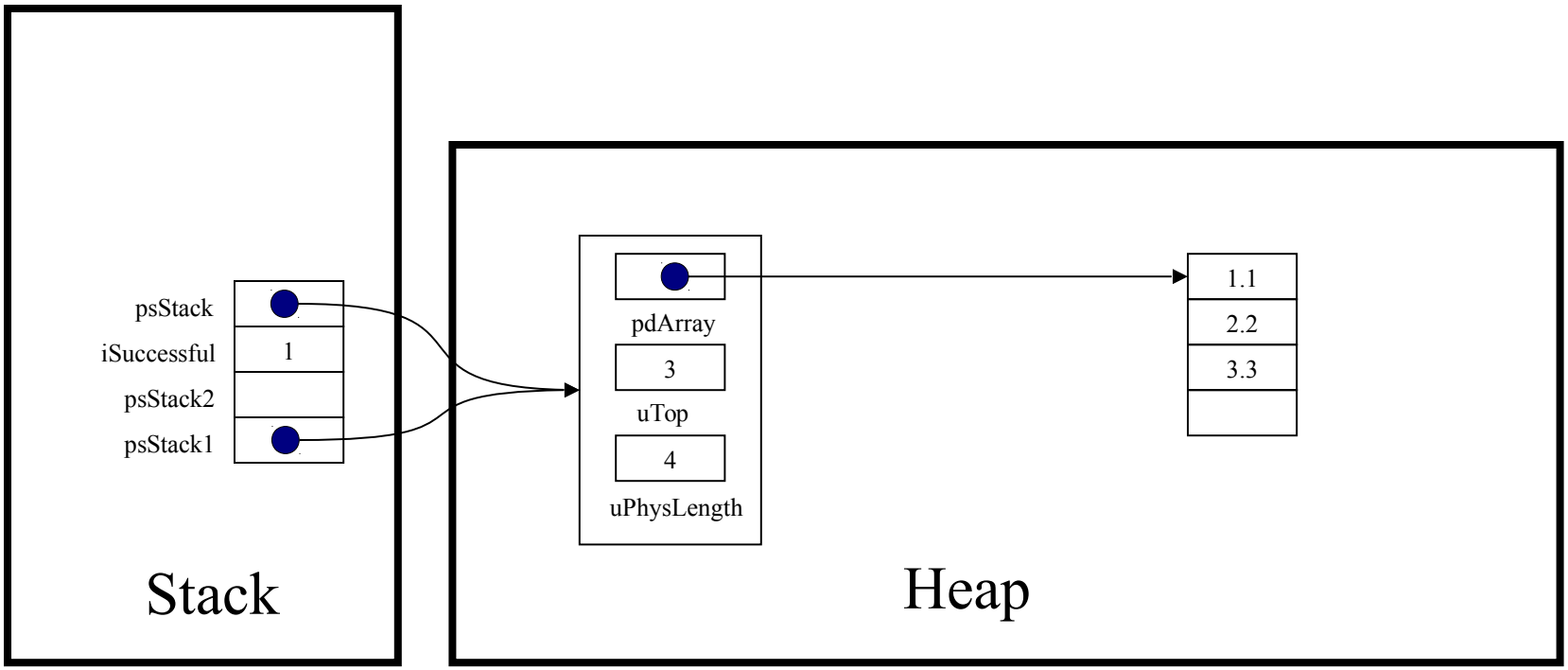
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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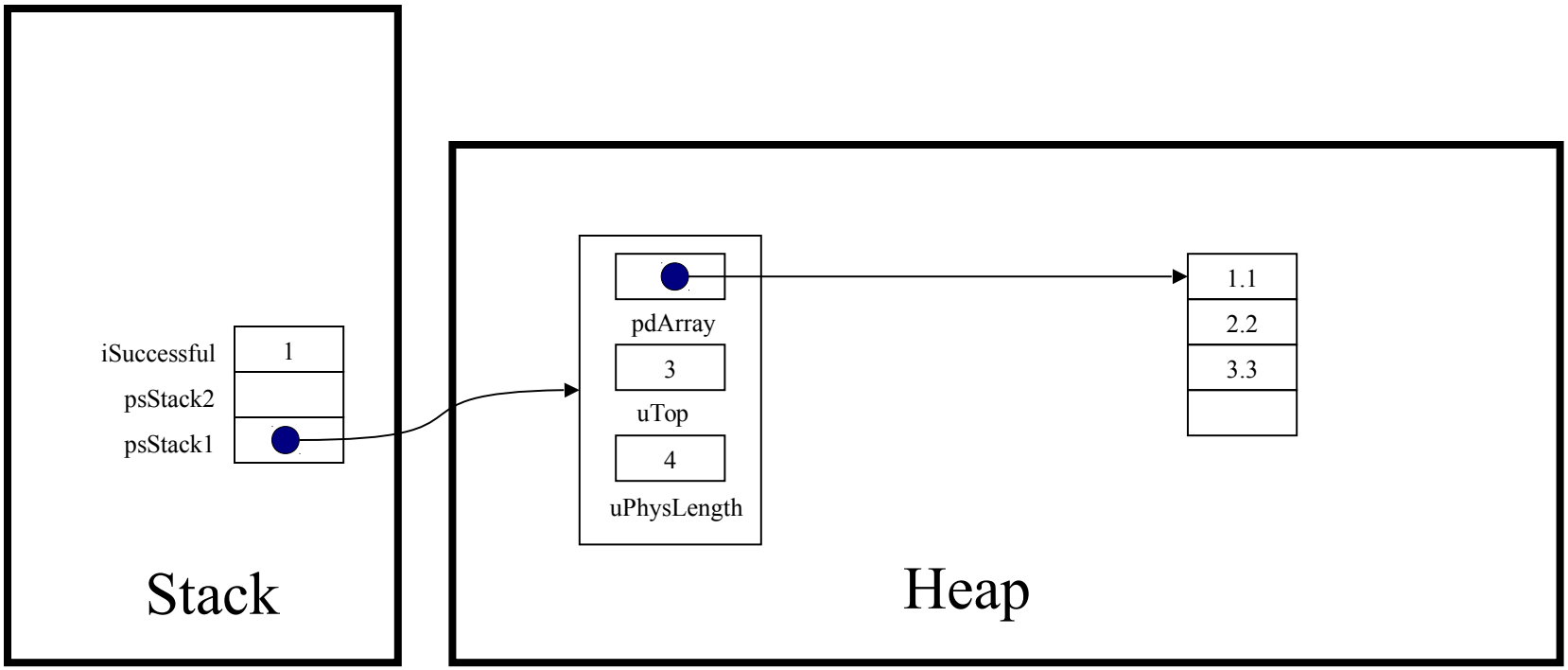
Trace of teststack (Version 1)

```
return psStack->uTop == 0;
```



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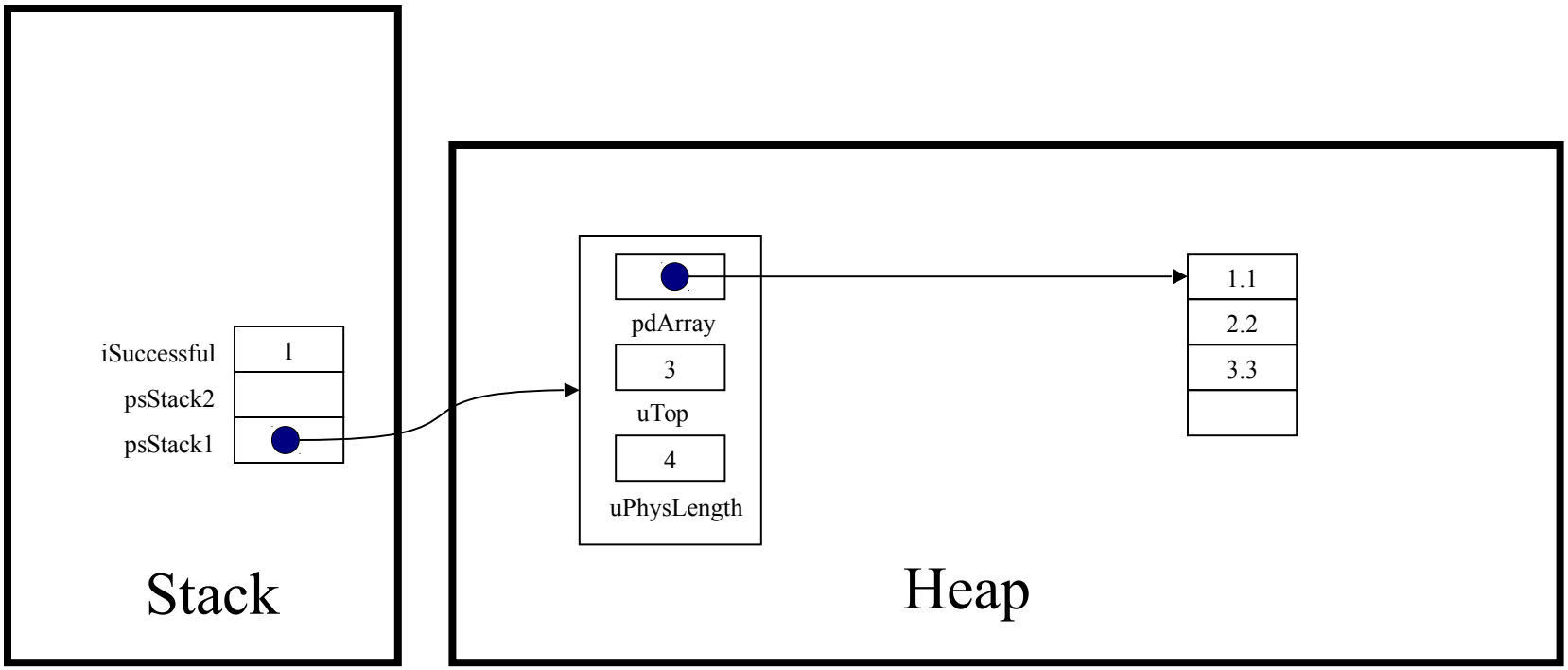
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack1))
```



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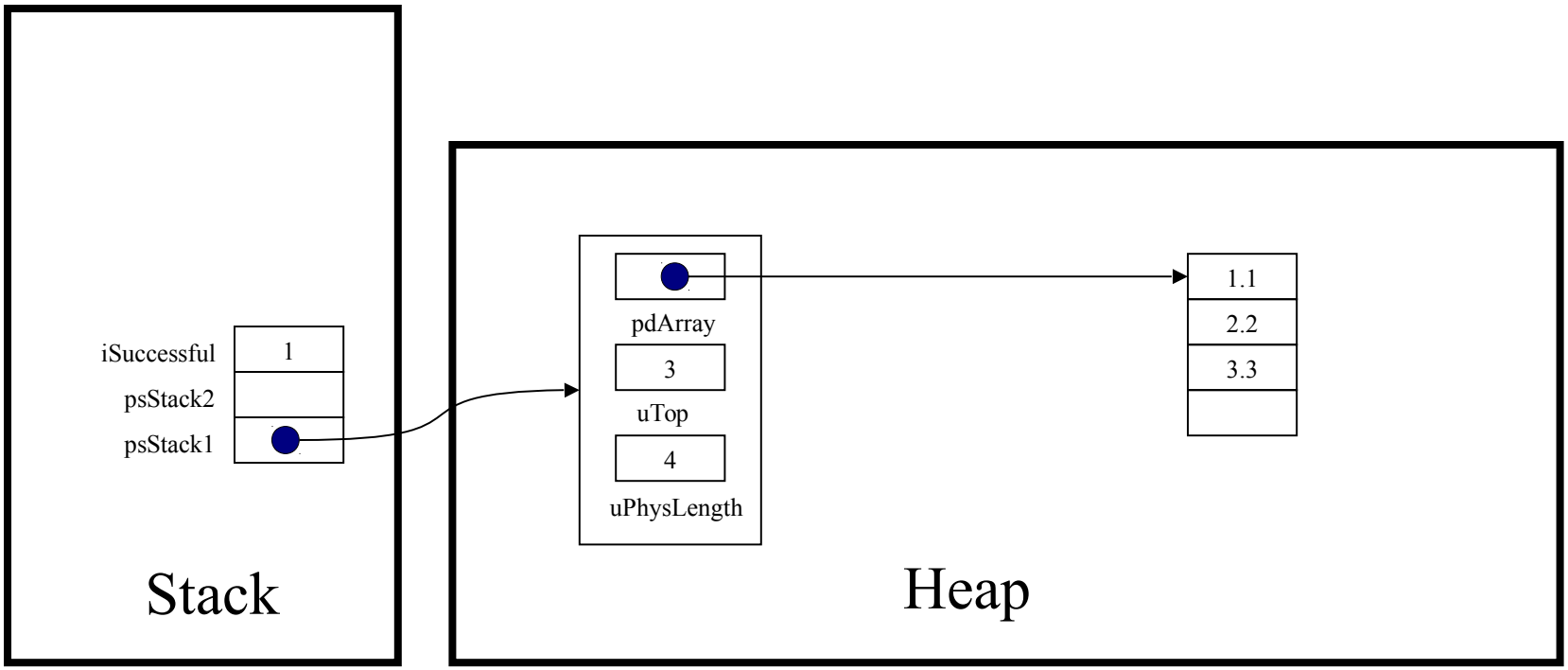
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack1));
```



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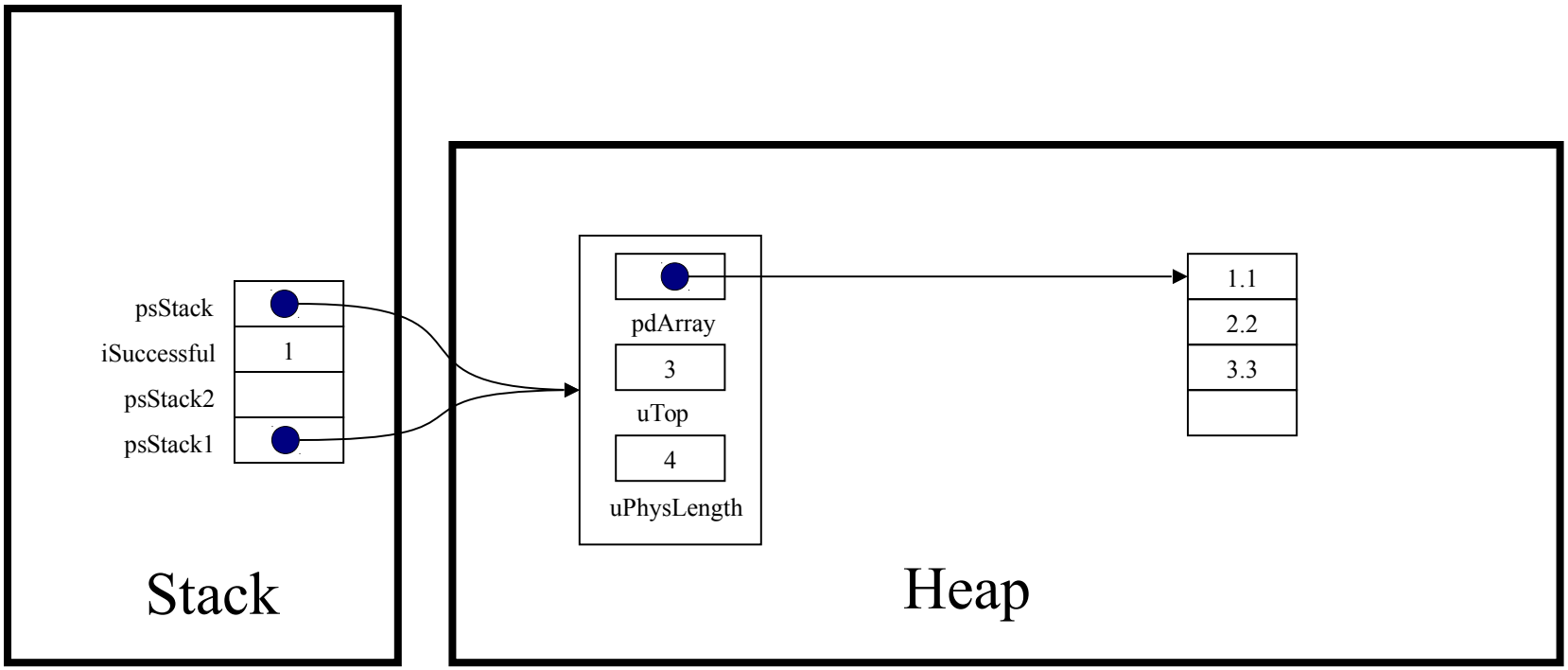
Trace of teststack (Version 1)

```
double Stack_pop(struct Stack *psStack)
```



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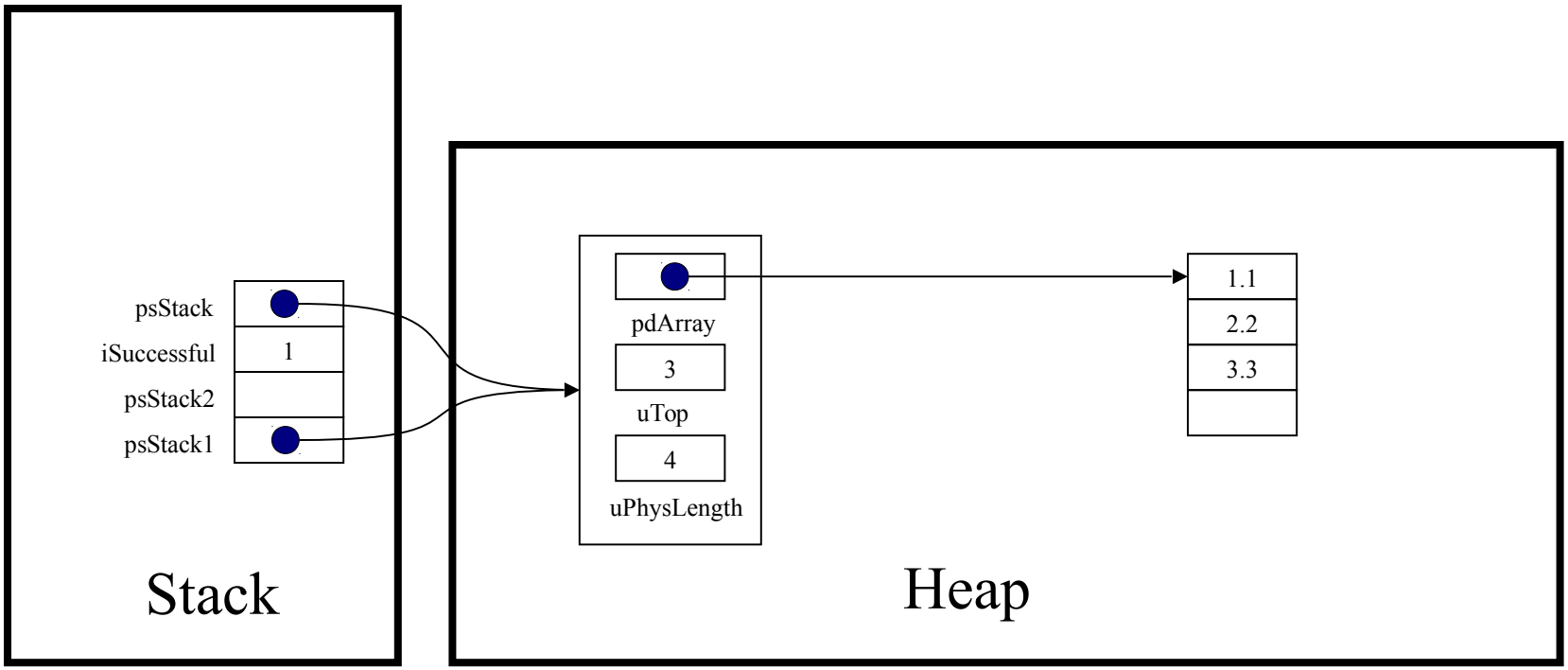
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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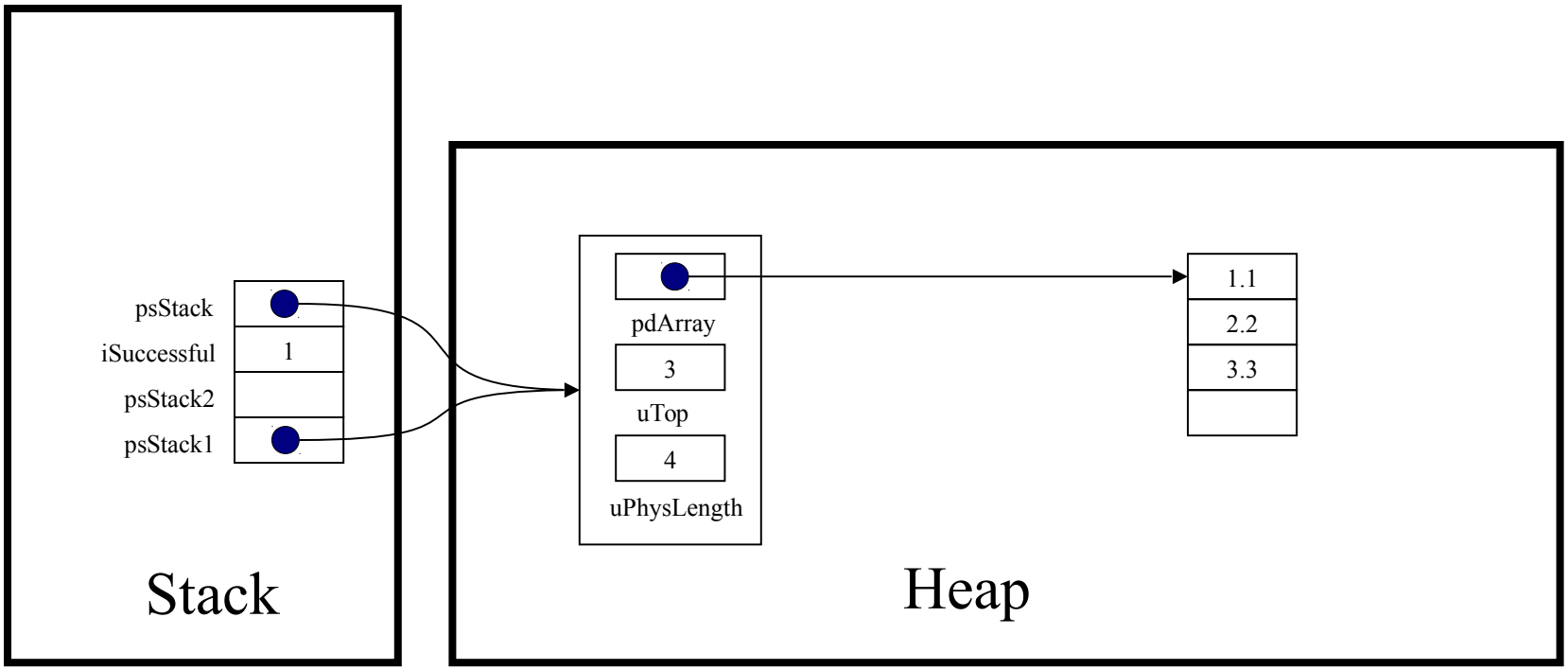
Trace of teststack (Version 1)

```
assert(psStack->uTop > 0);
```



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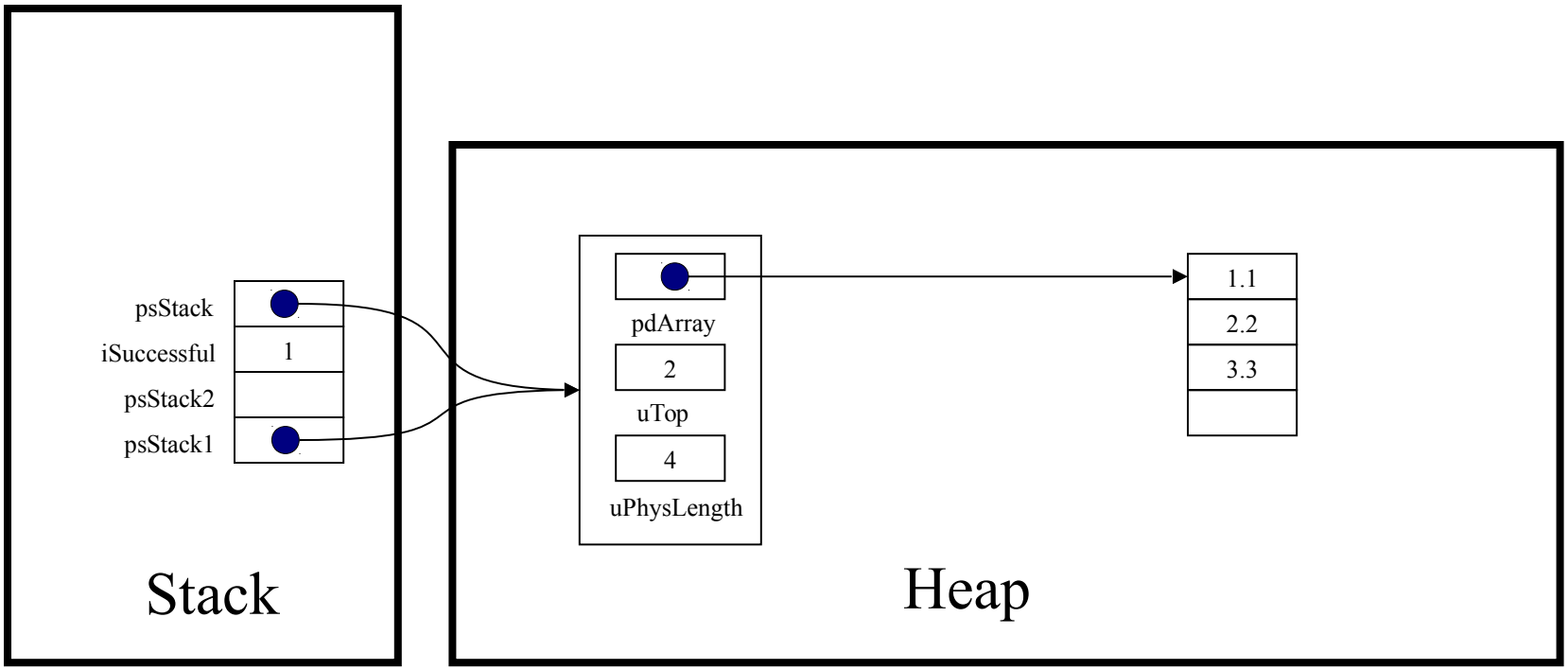
Trace of teststack (Version 1)

```
(psStack->uTop)--;
```



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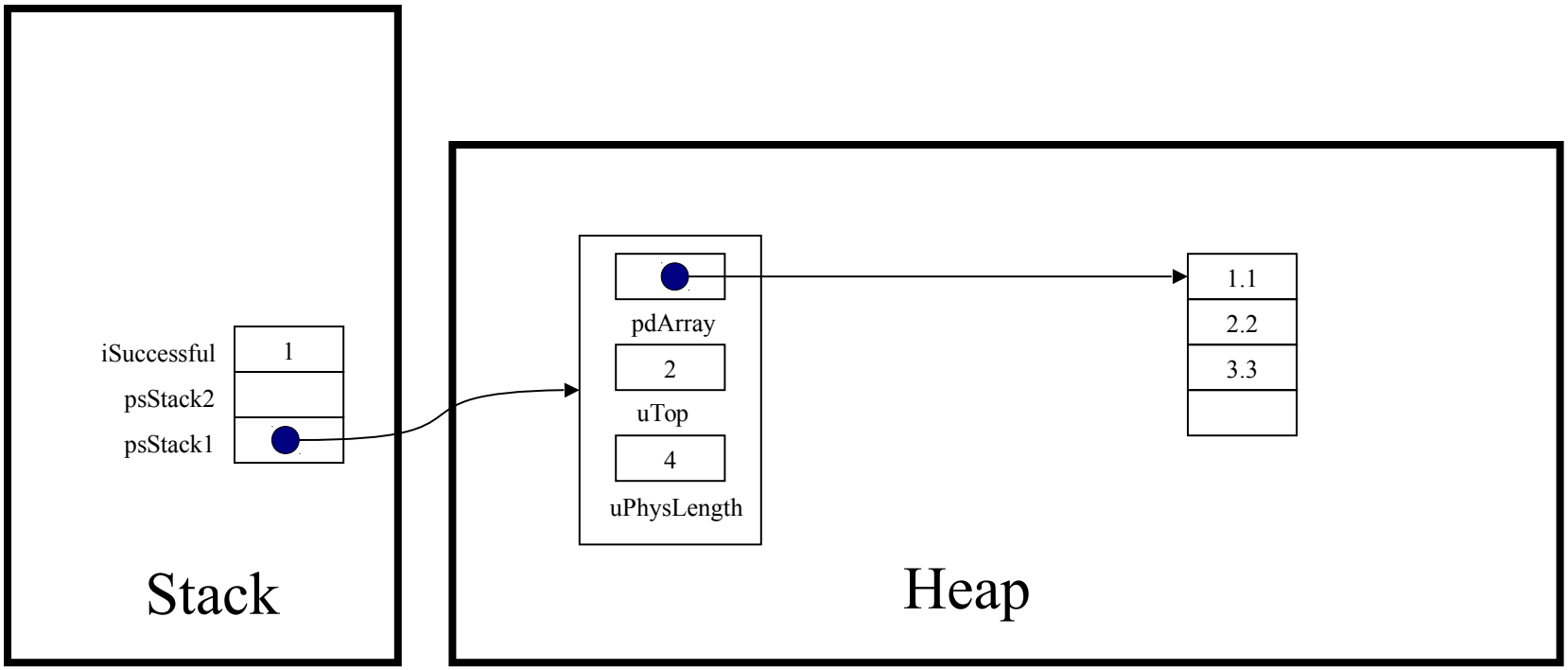
Trace of teststack (Version 1)

```
return (psStack->pdArray)[psStack->uTop];
```



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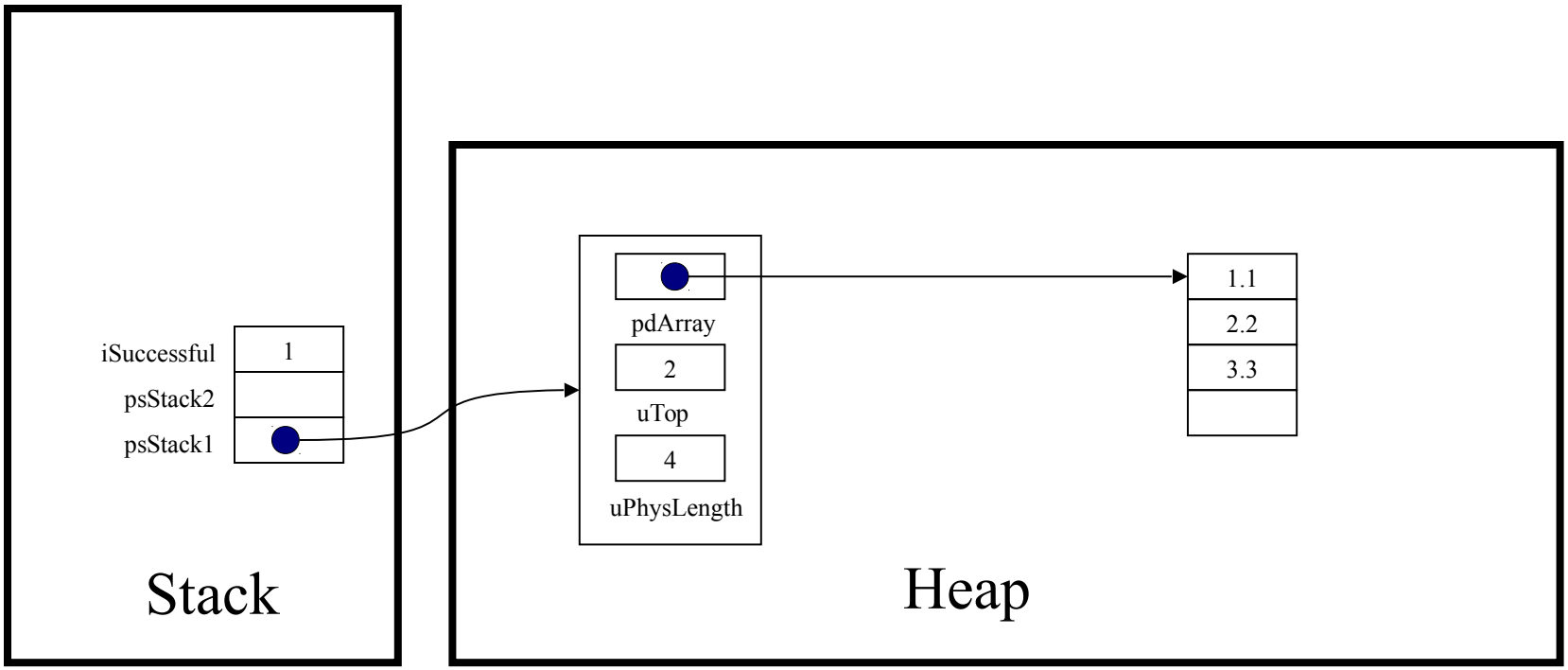
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack1));
```



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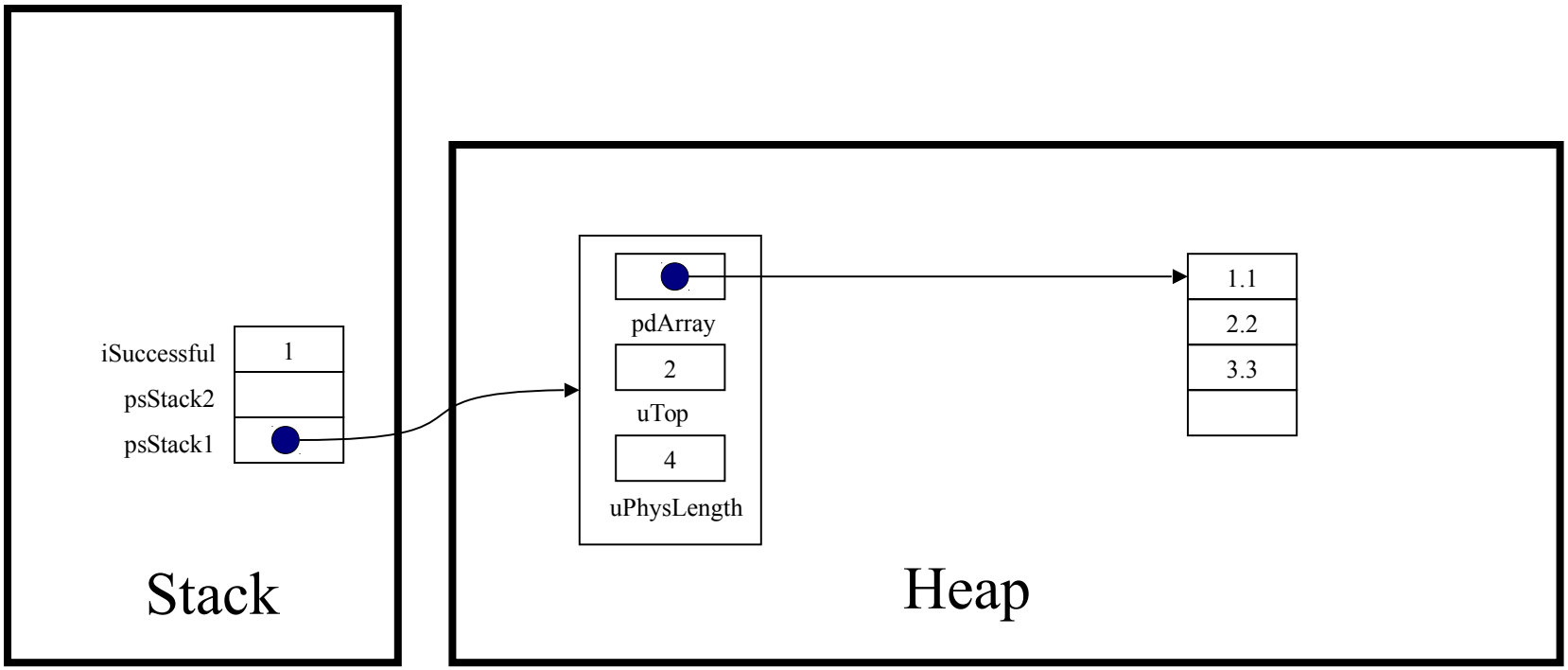
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack1))
   ...
```



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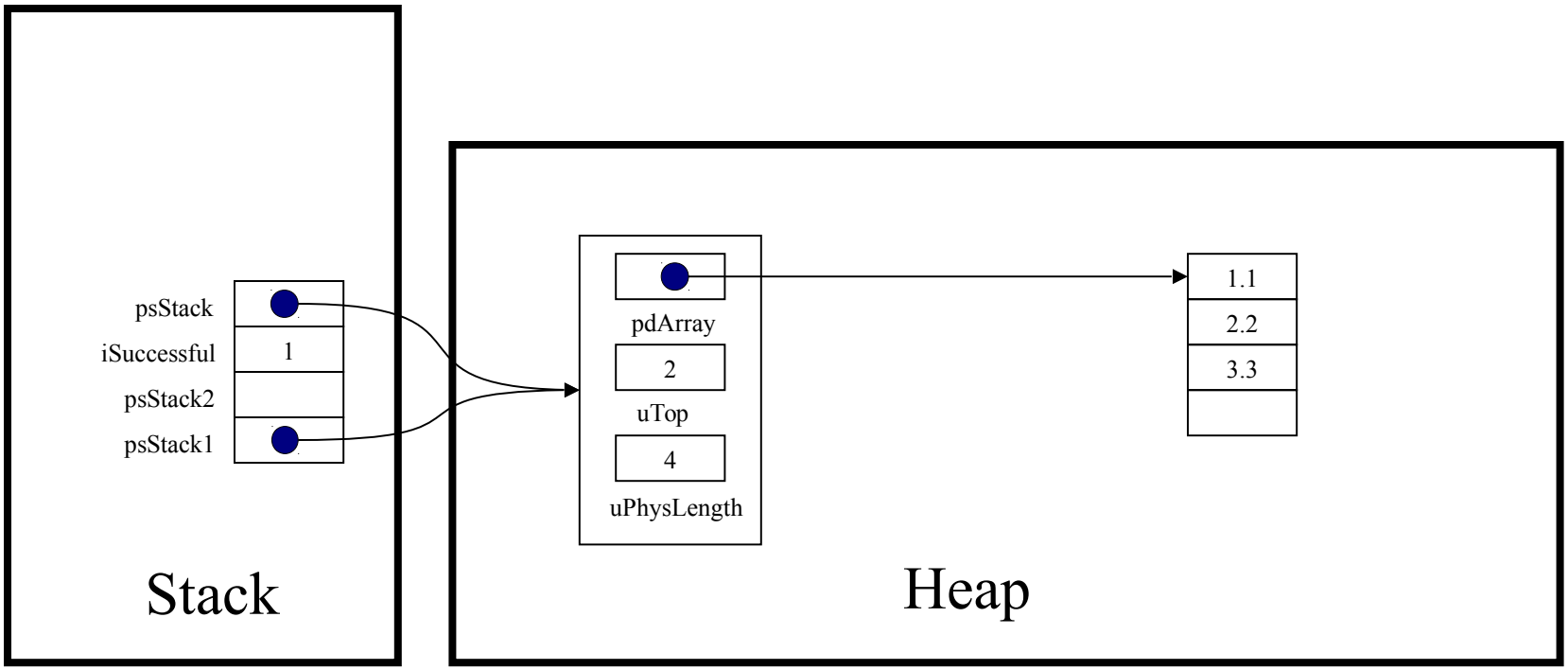
Trace of teststack (Version 1)

```
int Stack_isEmpty(struct Stack *psStack)
```



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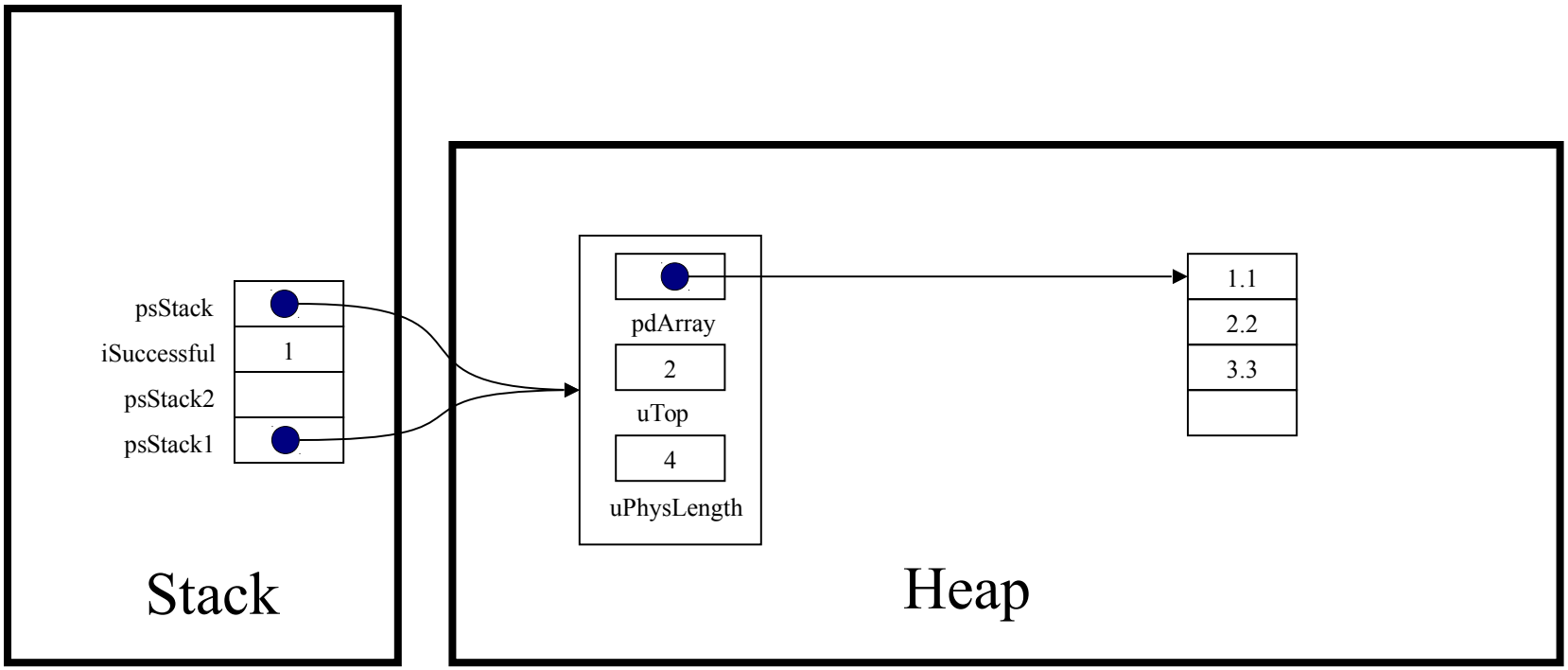
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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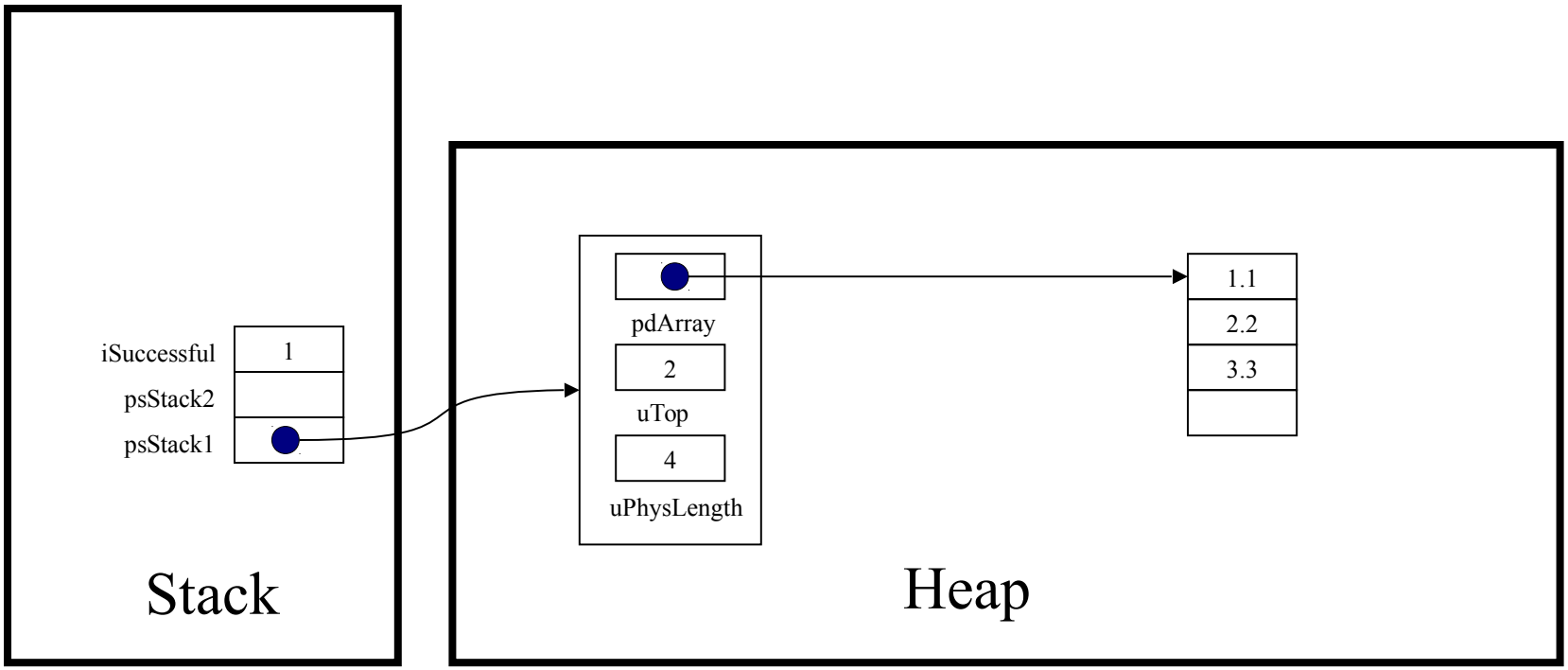
Trace of teststack (Version 1)

```
return psStack->uTop == 0;
```



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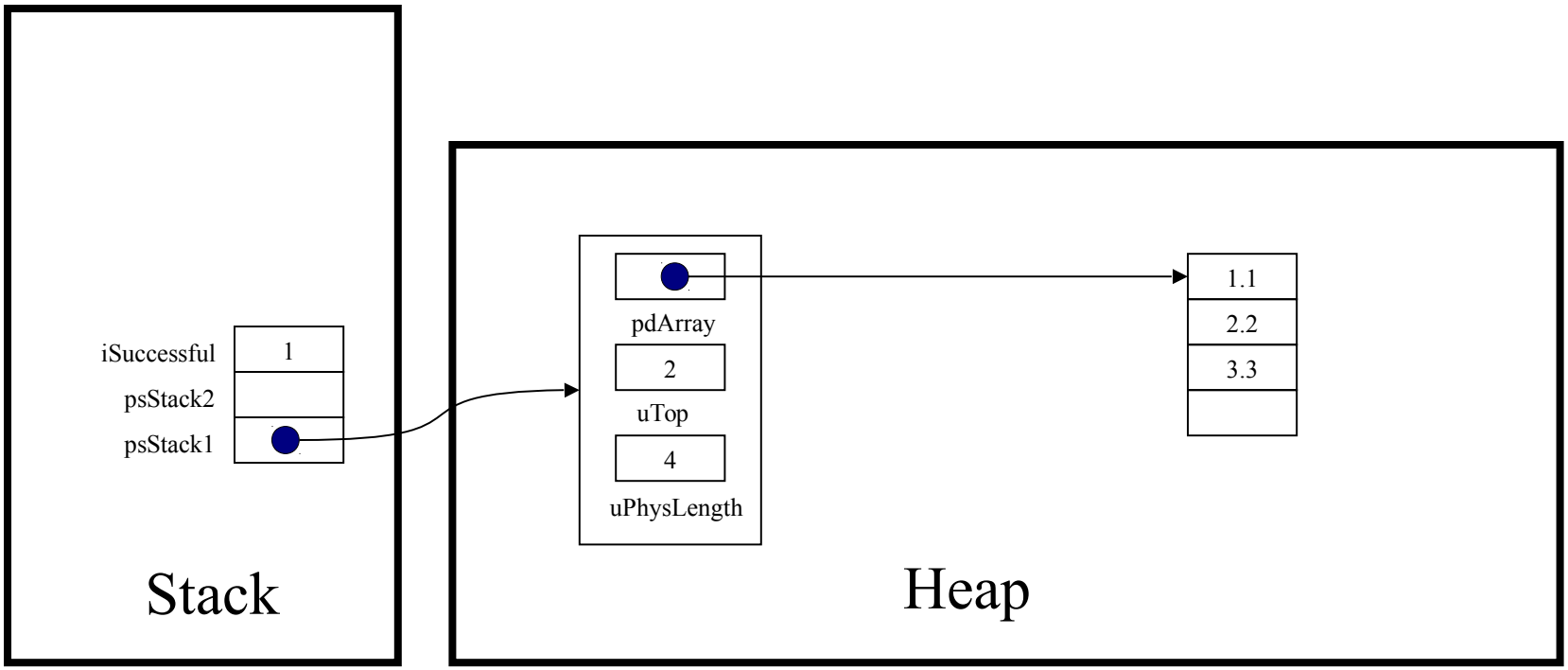
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack1))
```



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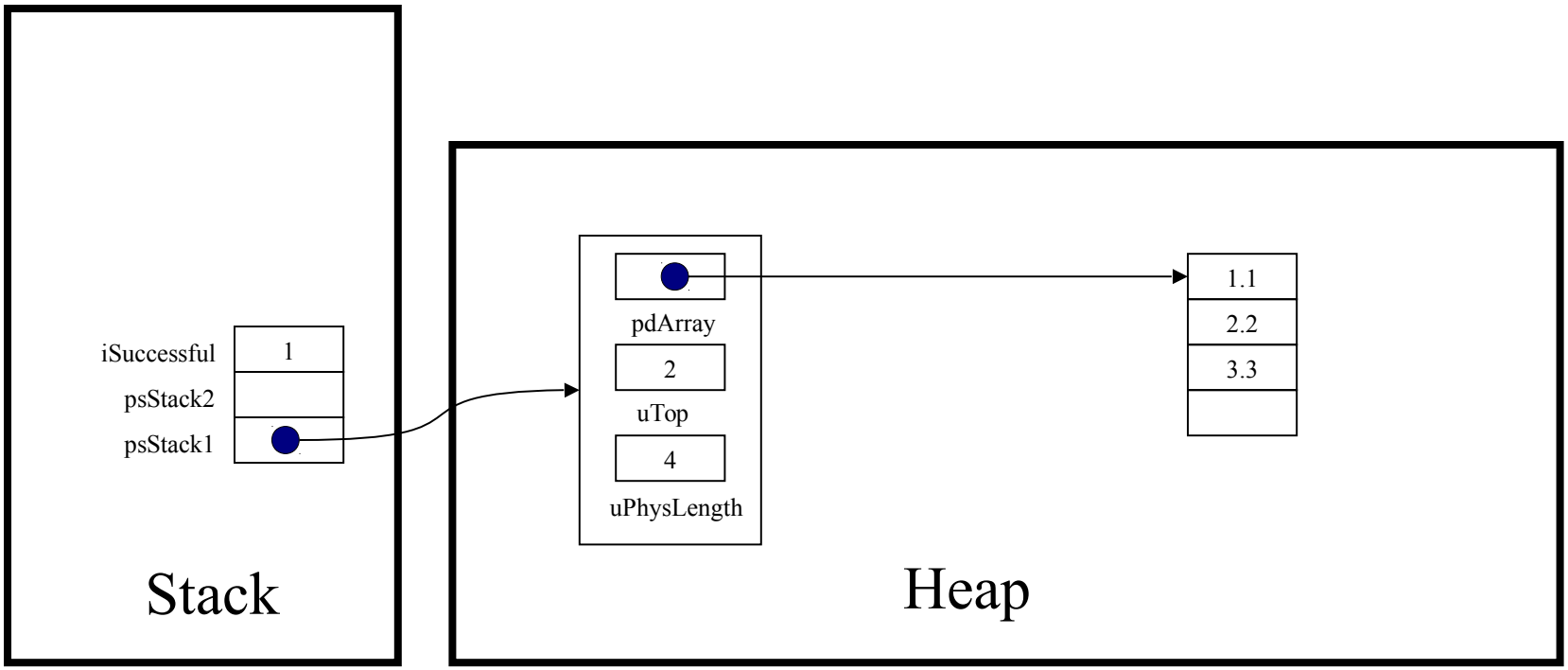
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack1));
```



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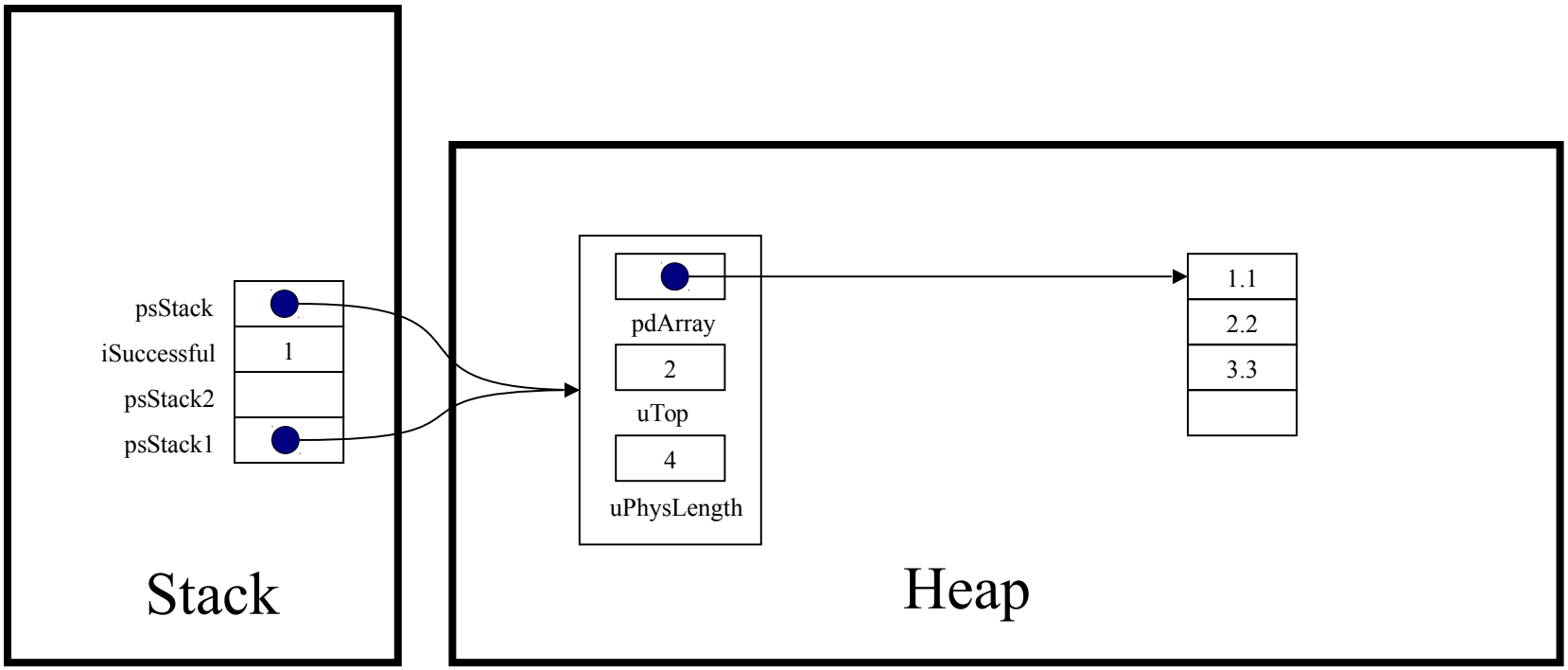
Trace of teststack (Version 1)

```
double Stack_pop(struct Stack *psStack)
```



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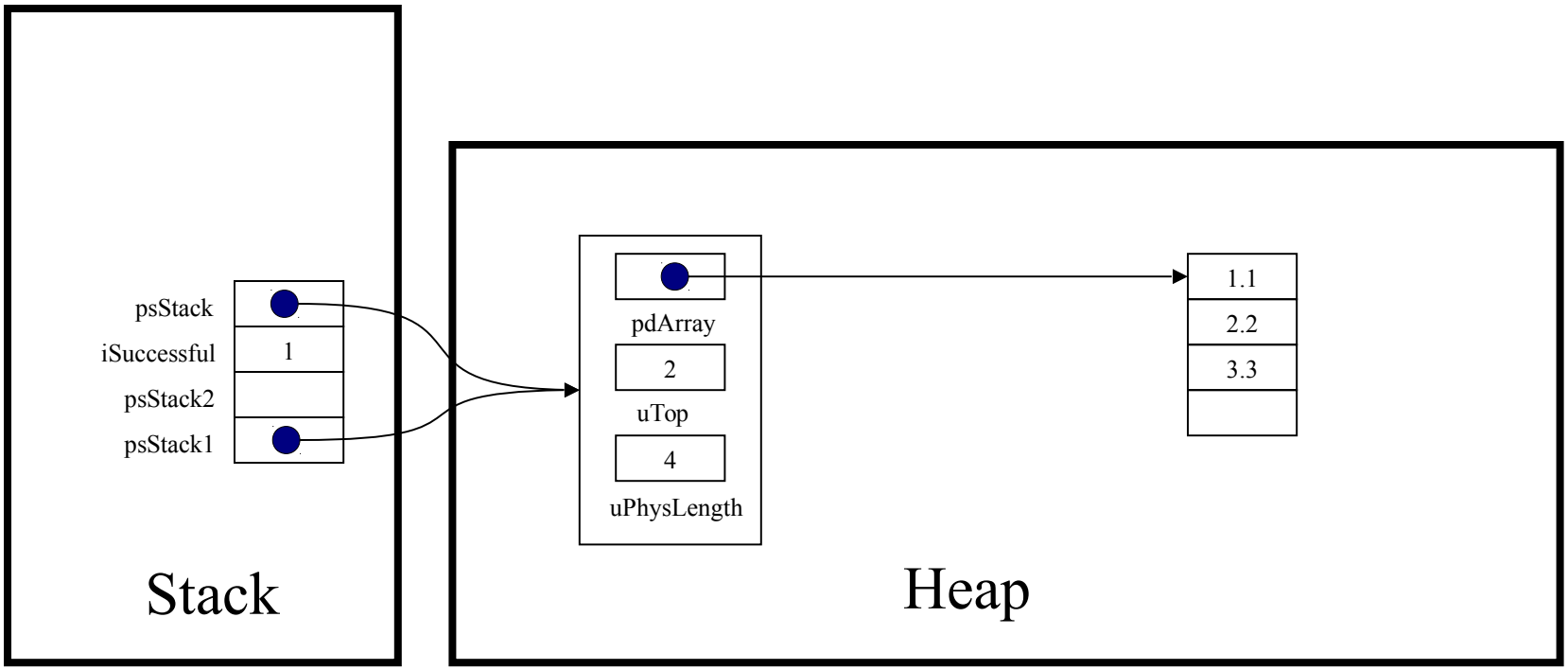
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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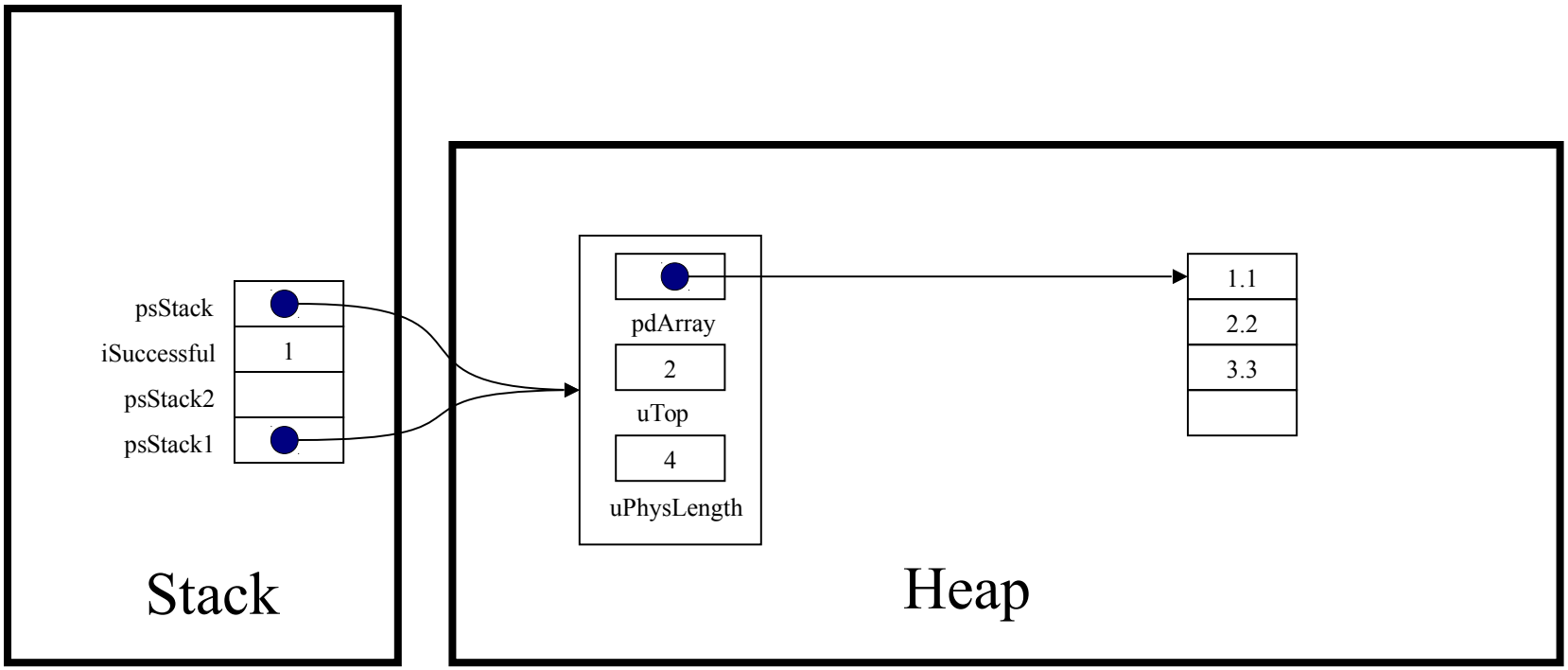
Trace of teststack (Version 1)

```
assert(psStack->uTop > 0);
```



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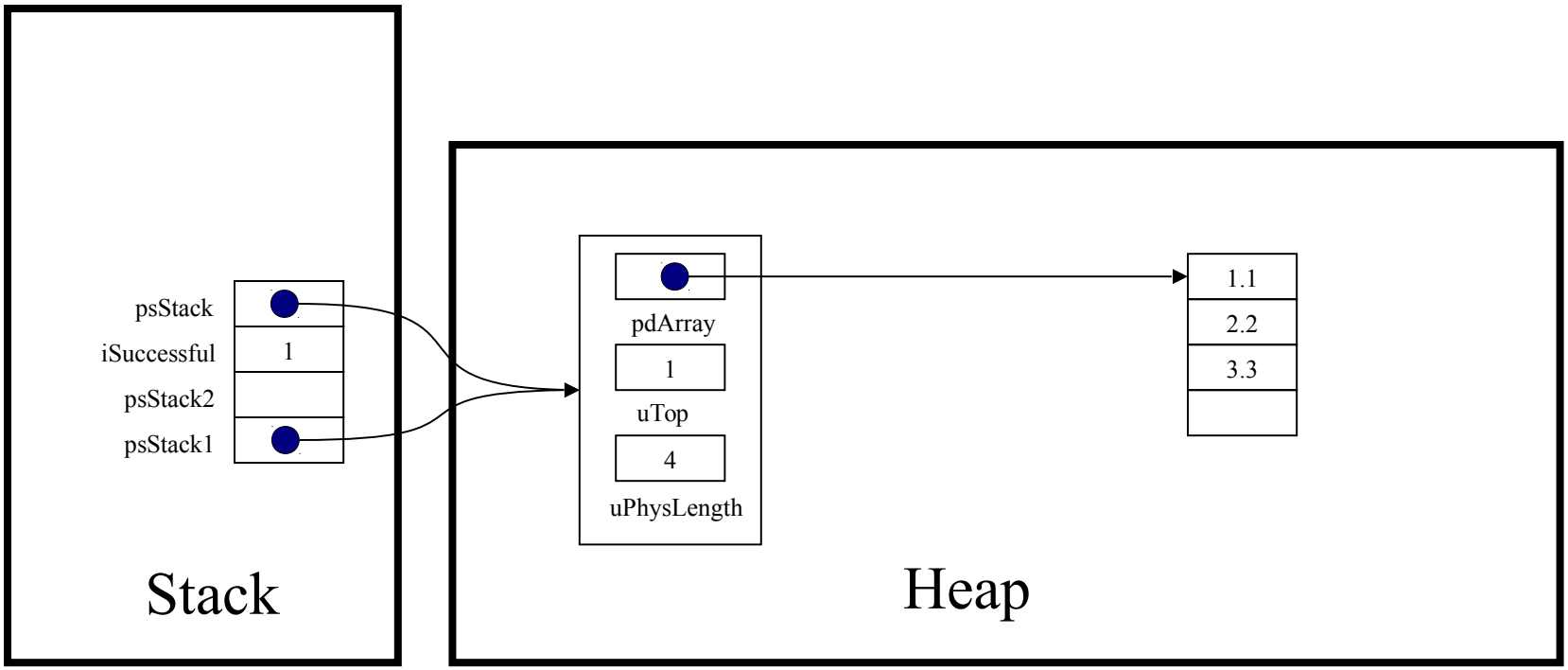
Trace of teststack (Version 1)

```
(psStack->uTop)--;
```



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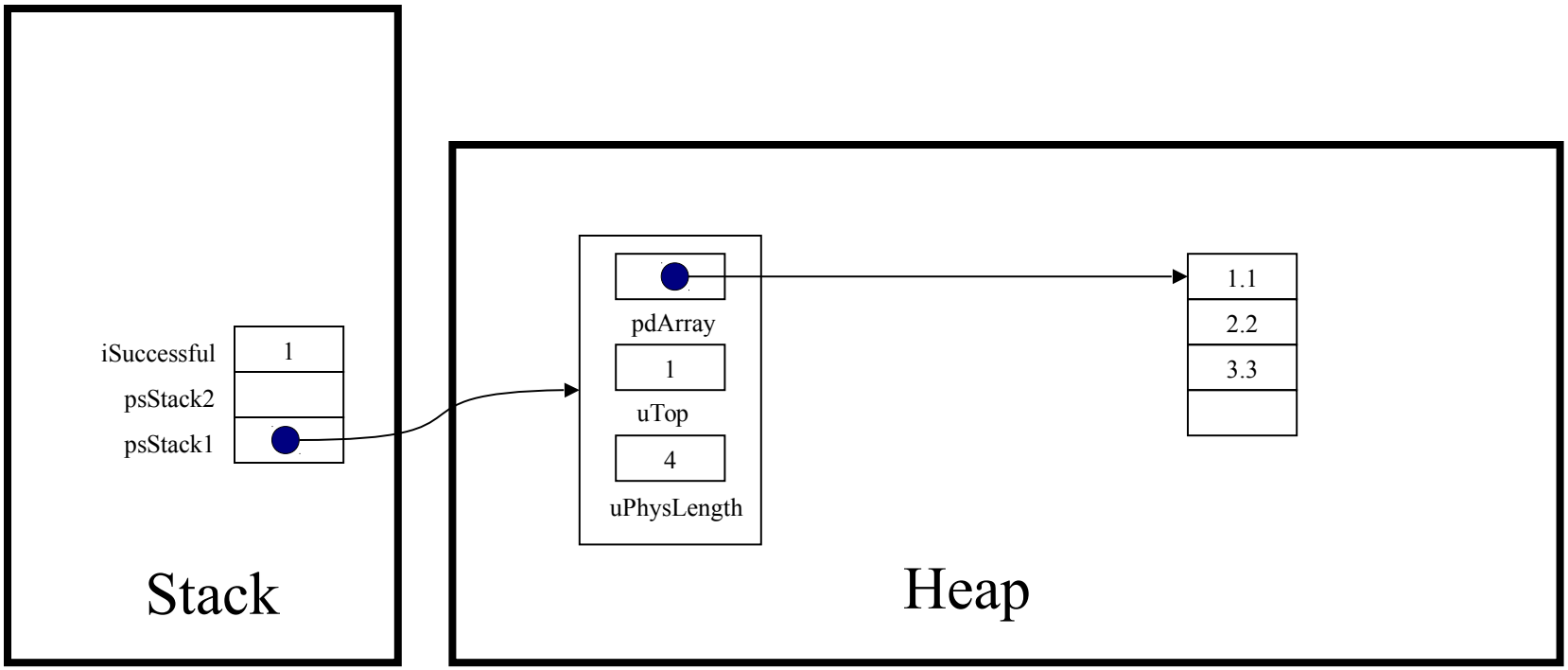
Trace of teststack (Version 1)

```
return (psStack->pdArray)[psStack->uTop];
```



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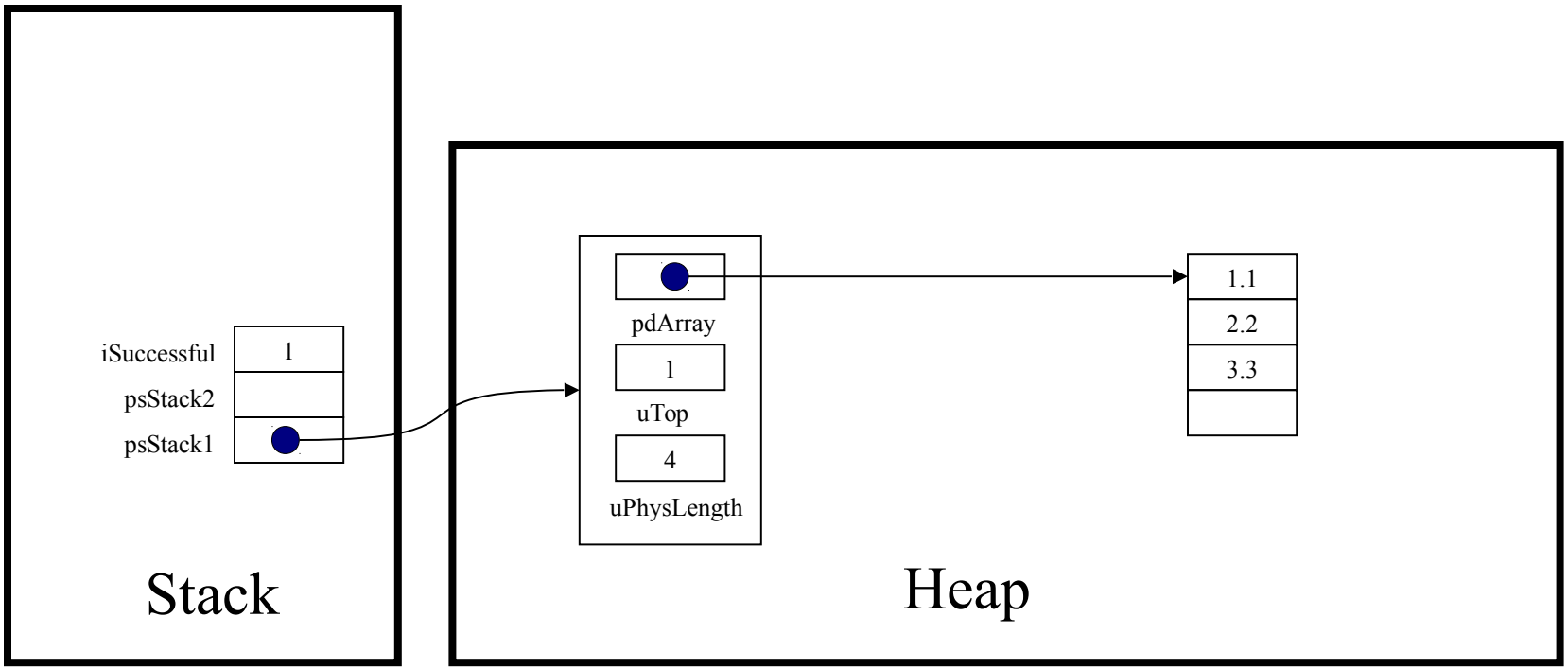
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack1));
```



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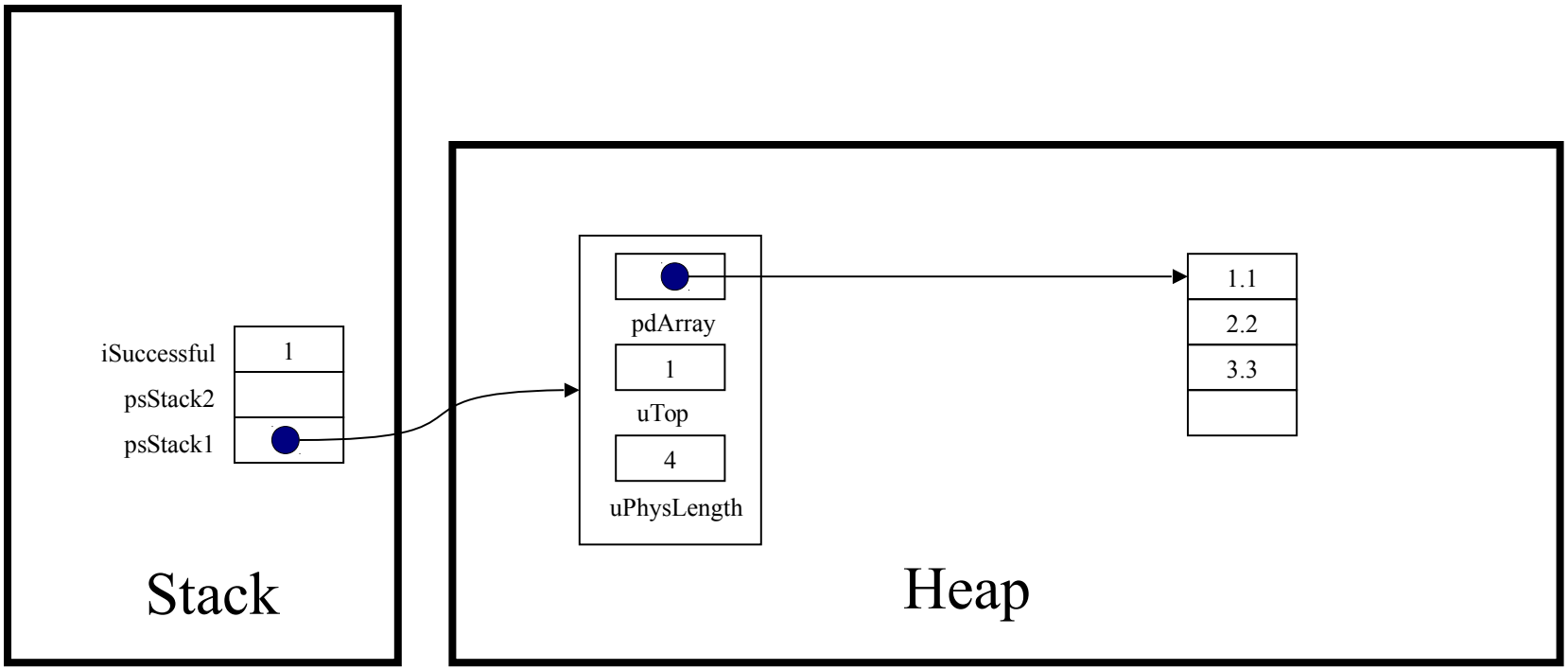
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack1))
   ...
```



Princeton University
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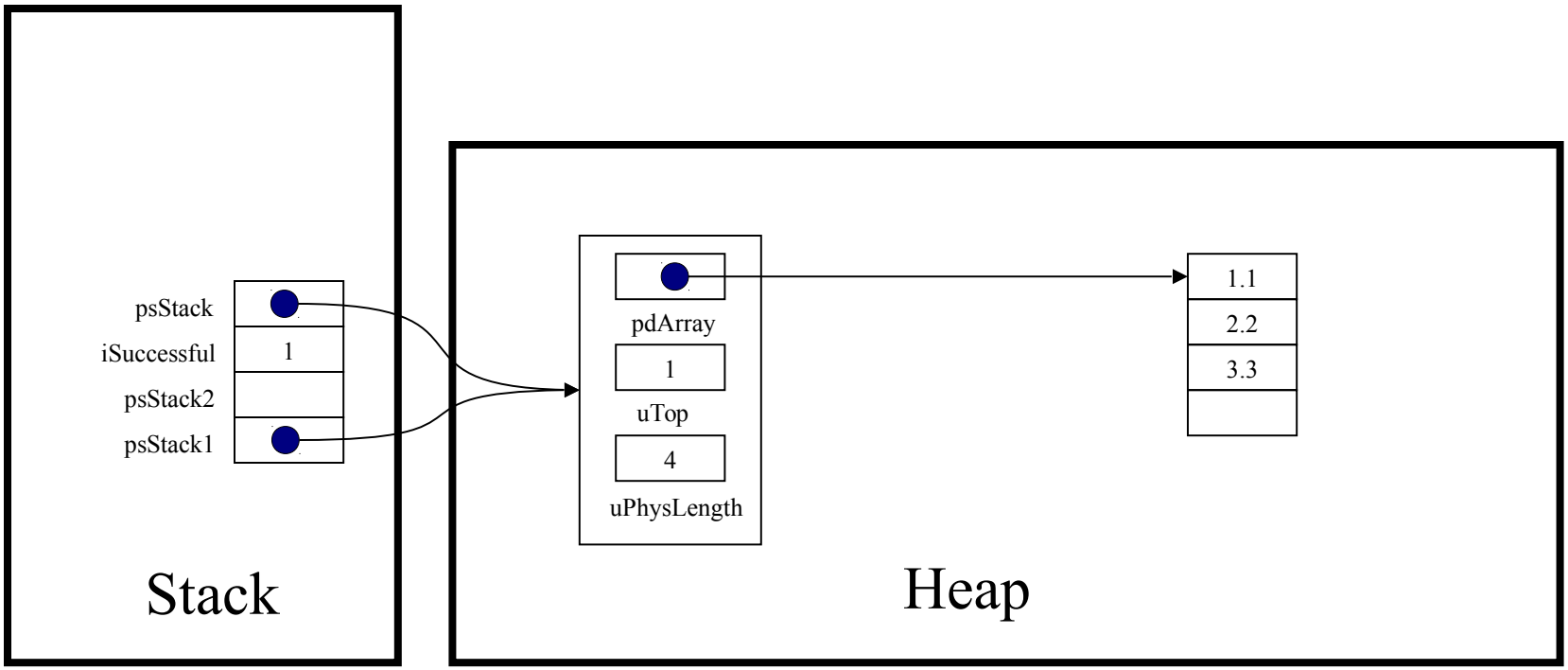
Trace of teststack (Version 1)

```
int Stack_isEmpty(struct Stack *psStack)
```



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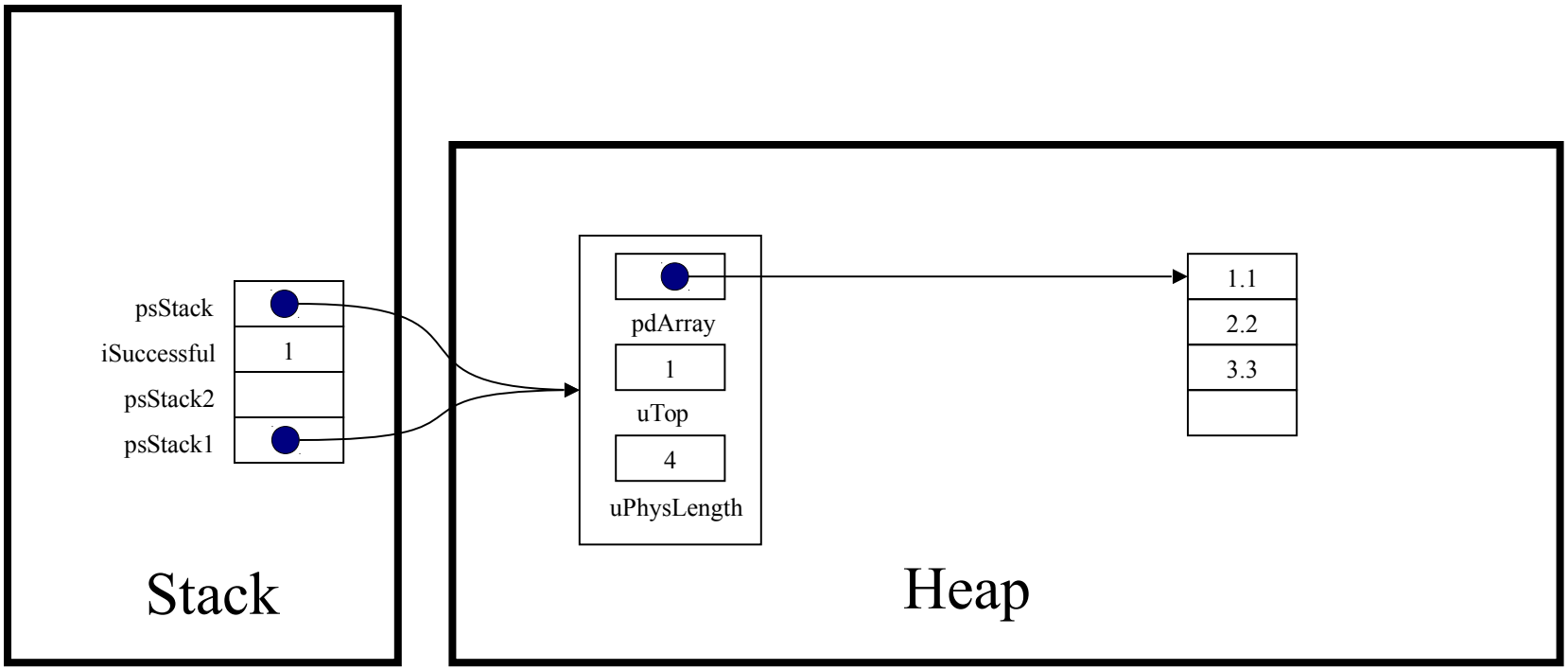
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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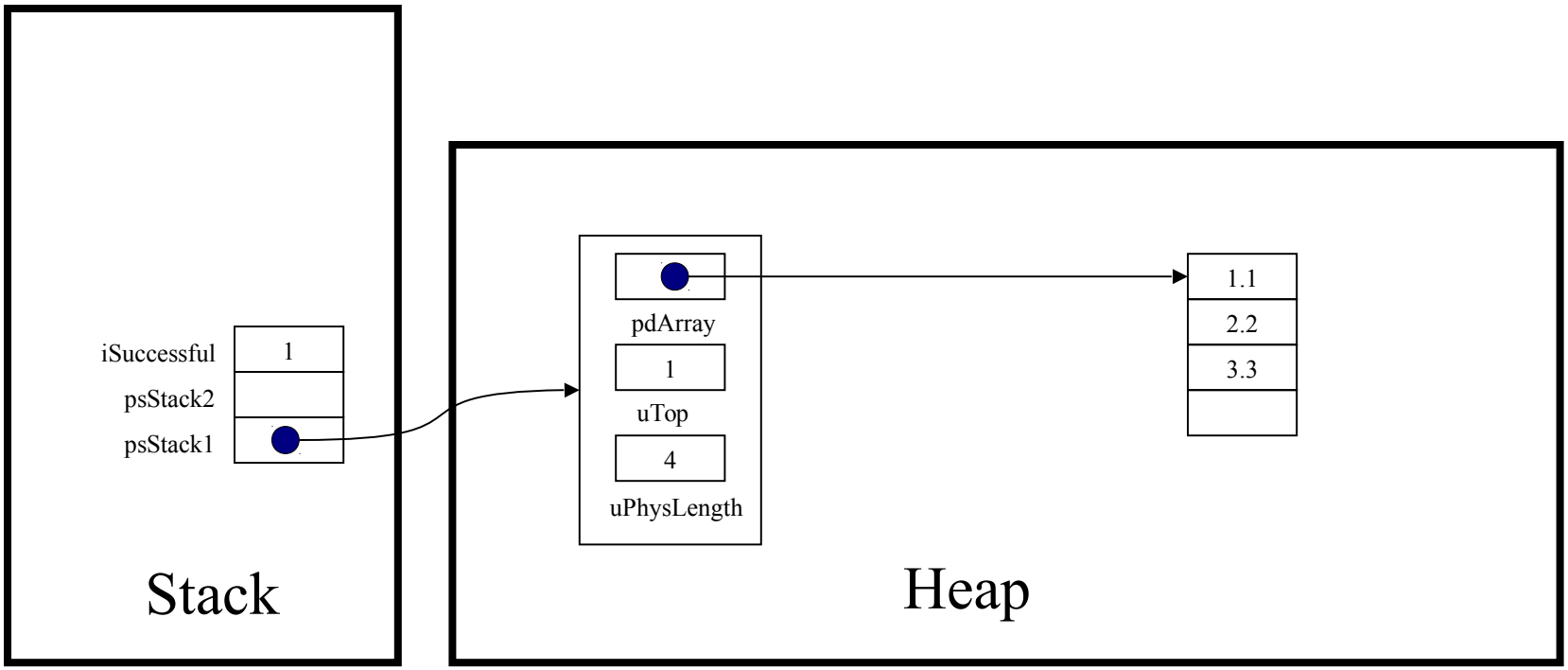
Trace of teststack (Version 1)

```
return psStack->uTop == 0;
```



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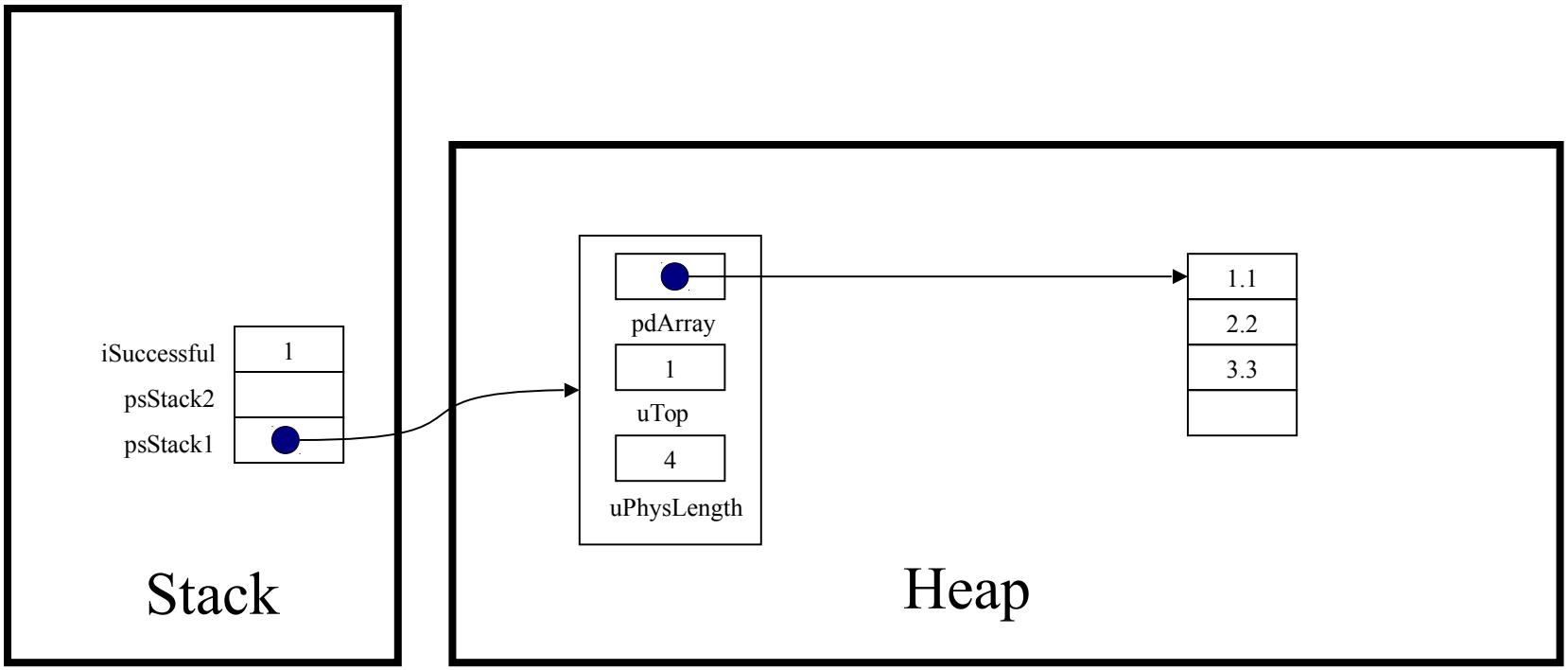
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack1))
```



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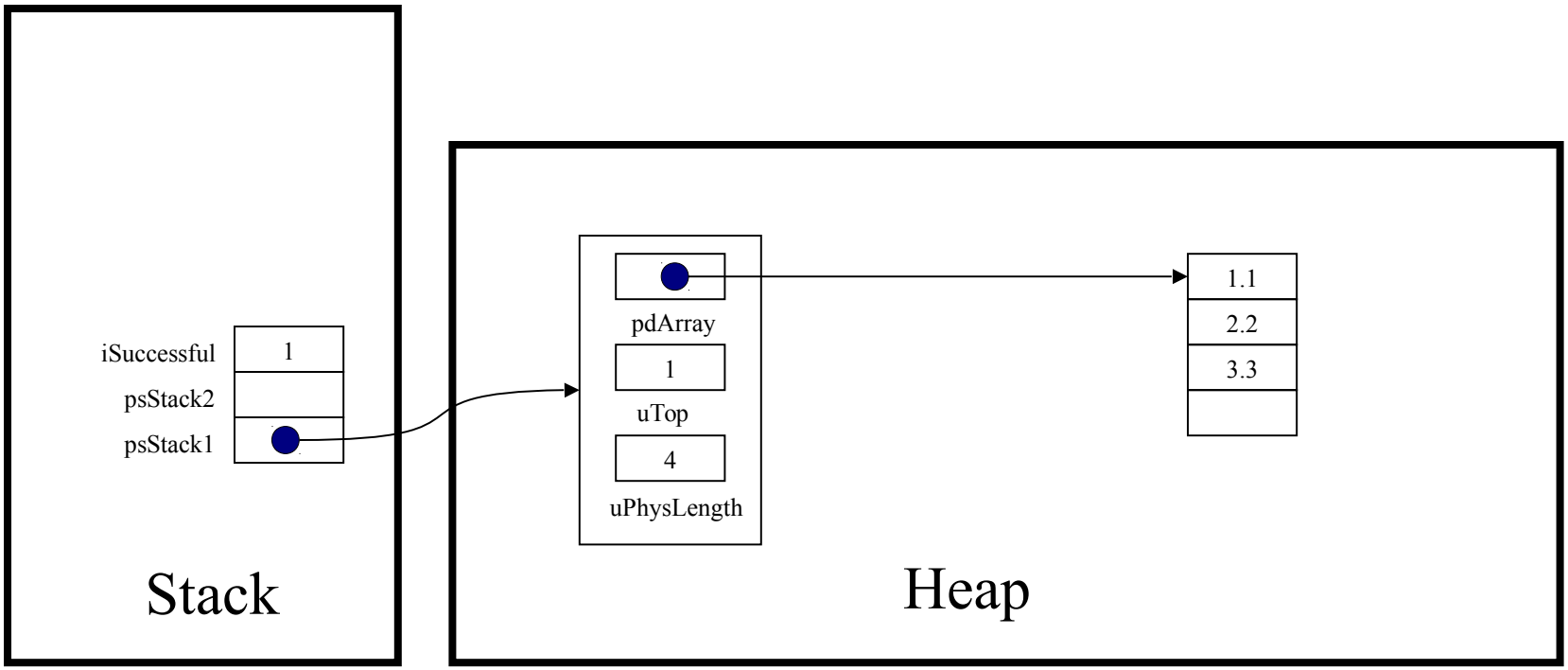
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack1));
```



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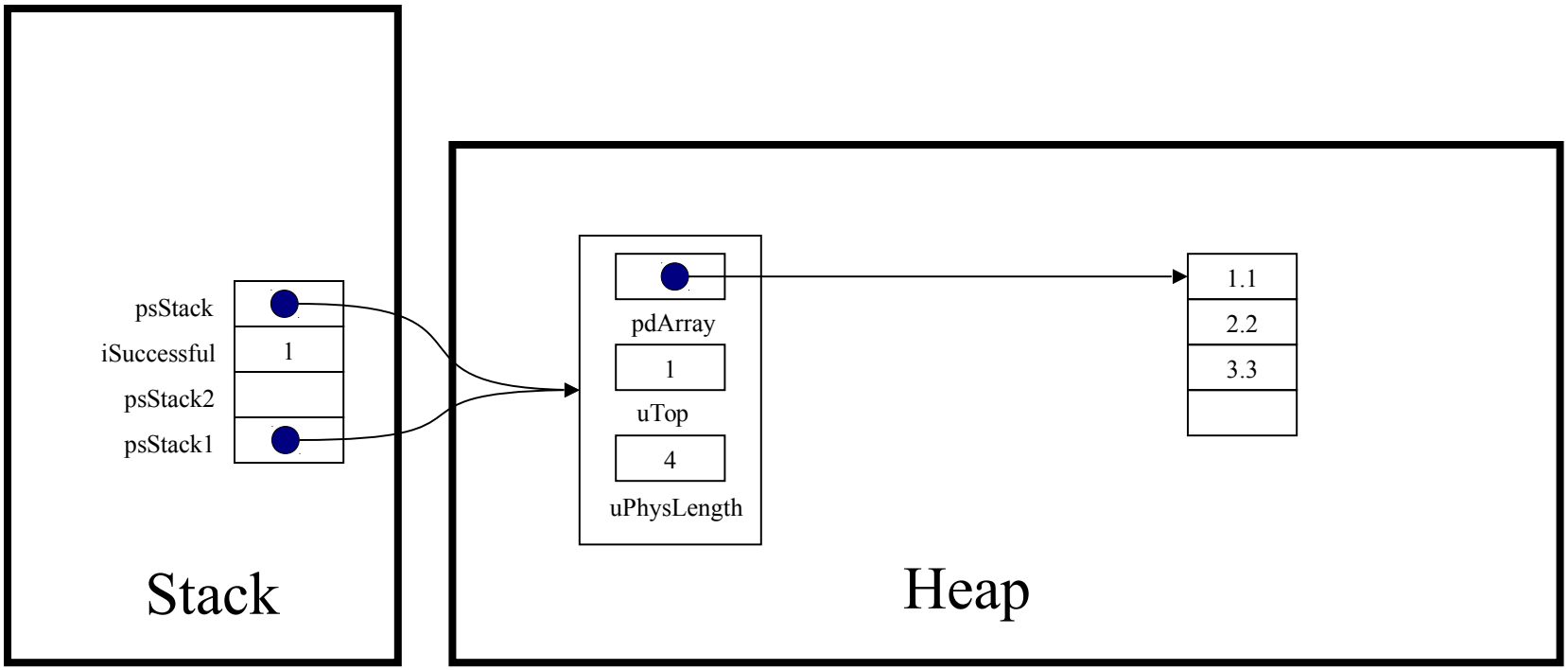
Trace of teststack (Version 1)

```
double Stack_pop(struct Stack *psStack)
```



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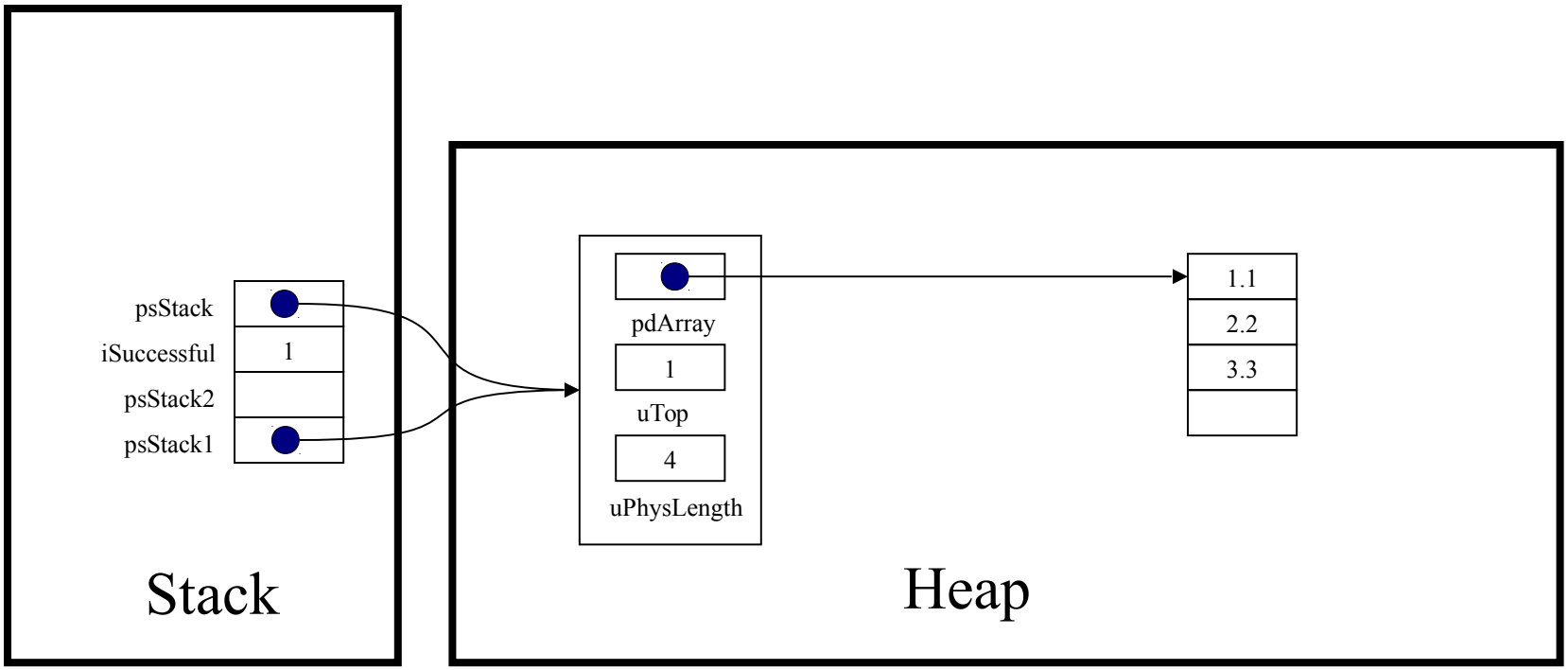
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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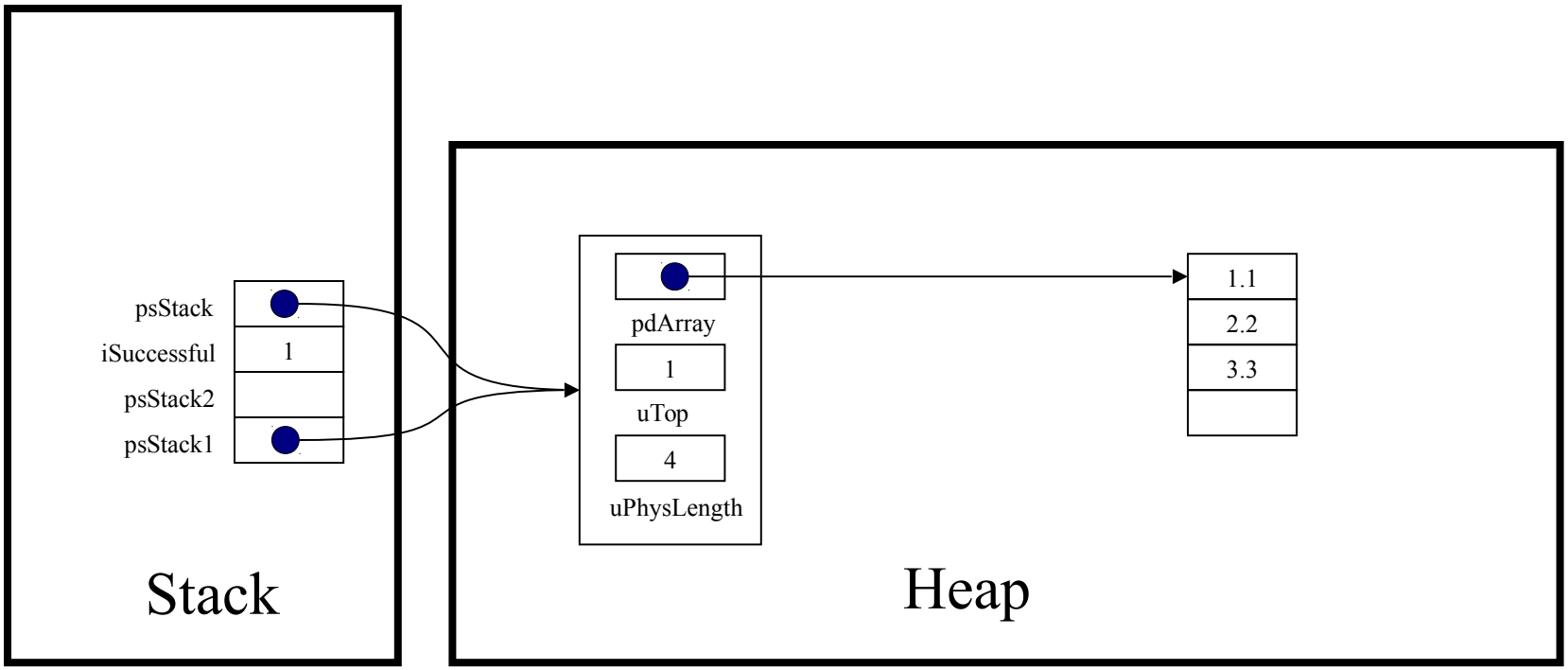
Trace of teststack (Version 1)

```
assert(psStack->uTop > 0);
```



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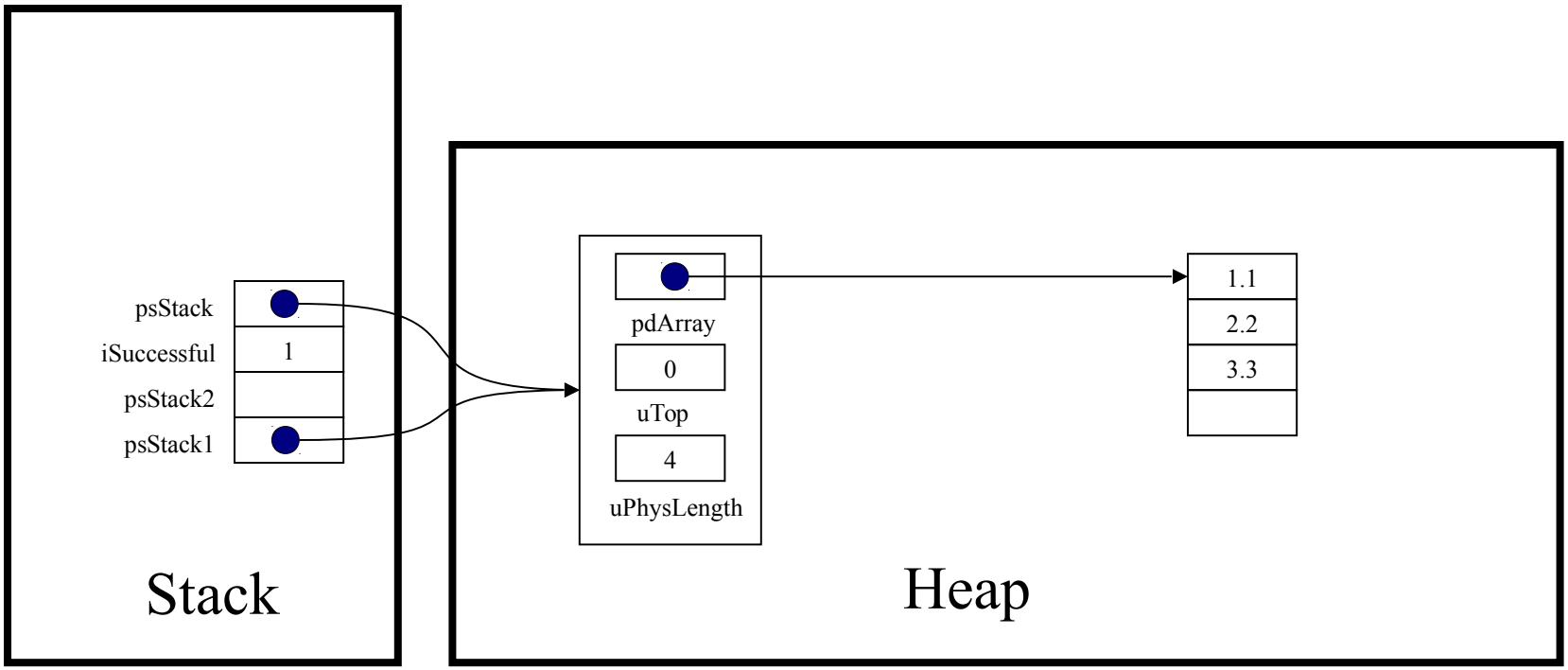
Trace of teststack (Version 1)

```
(psStack->uTop)--;
```



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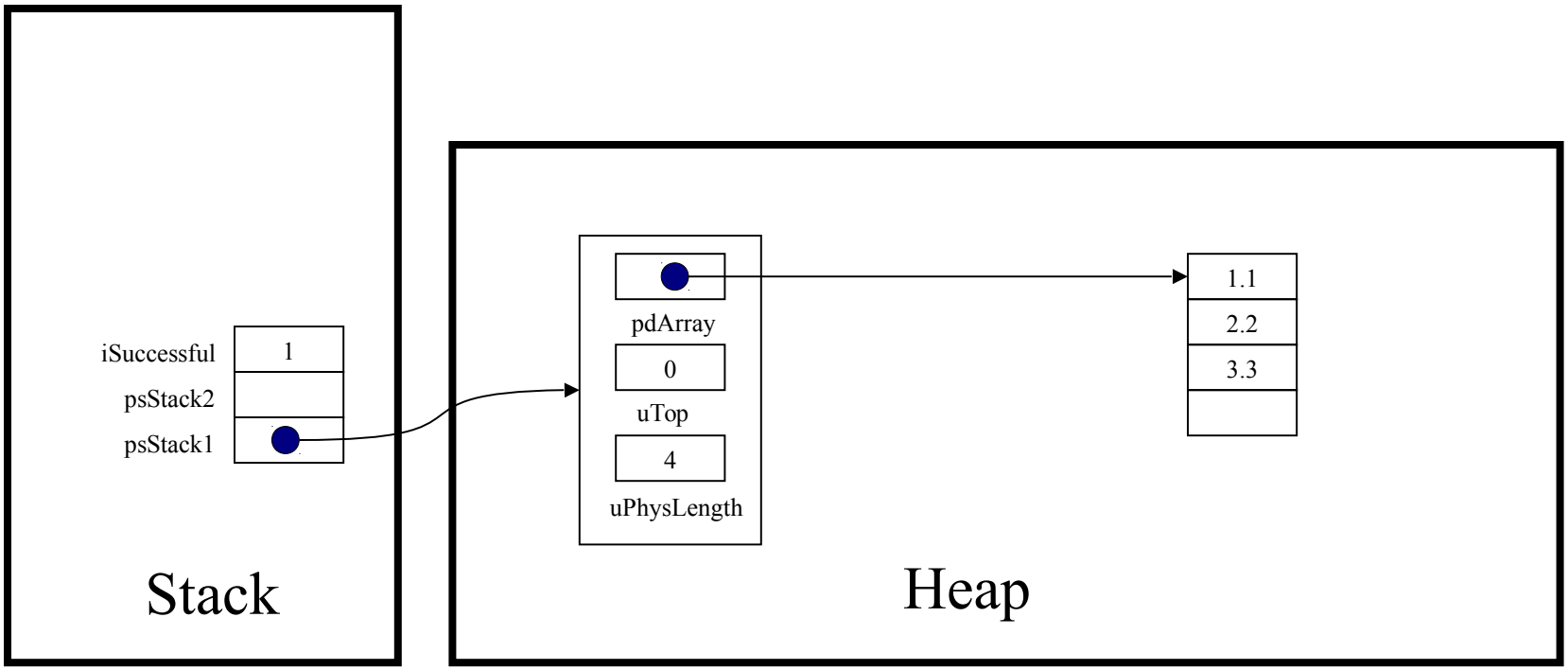
Trace of teststack (Version 1)

```
return (psStack->pdArray)[psStack->uTop];
```



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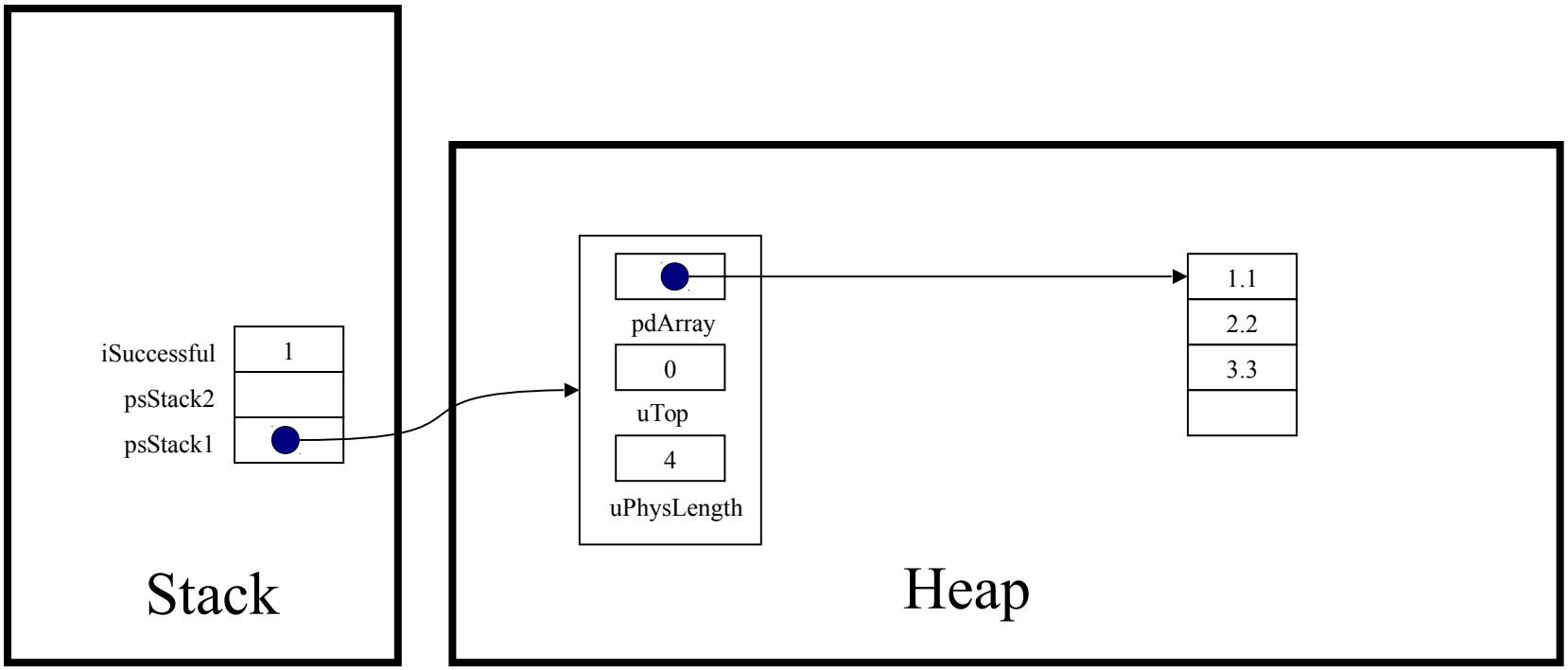
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack1));
```



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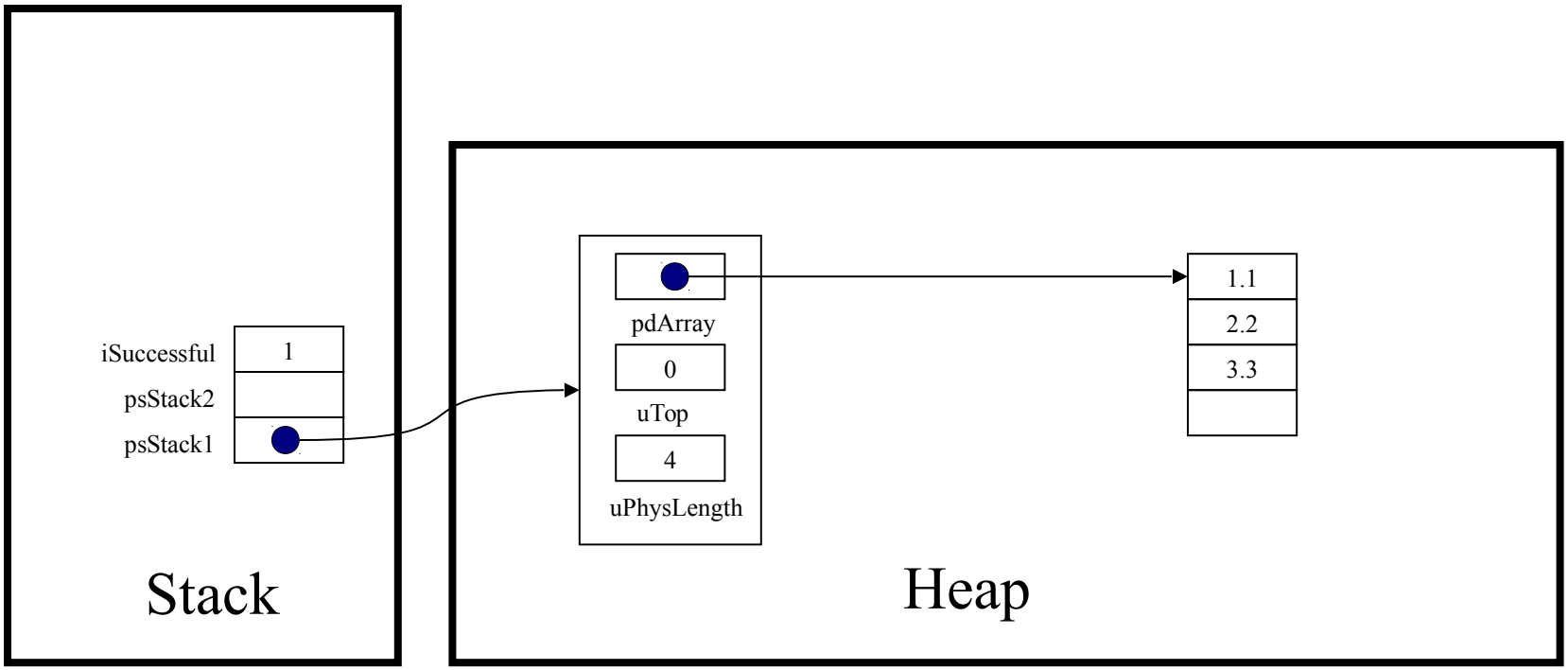
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack1))
   ...
```



Princeton University
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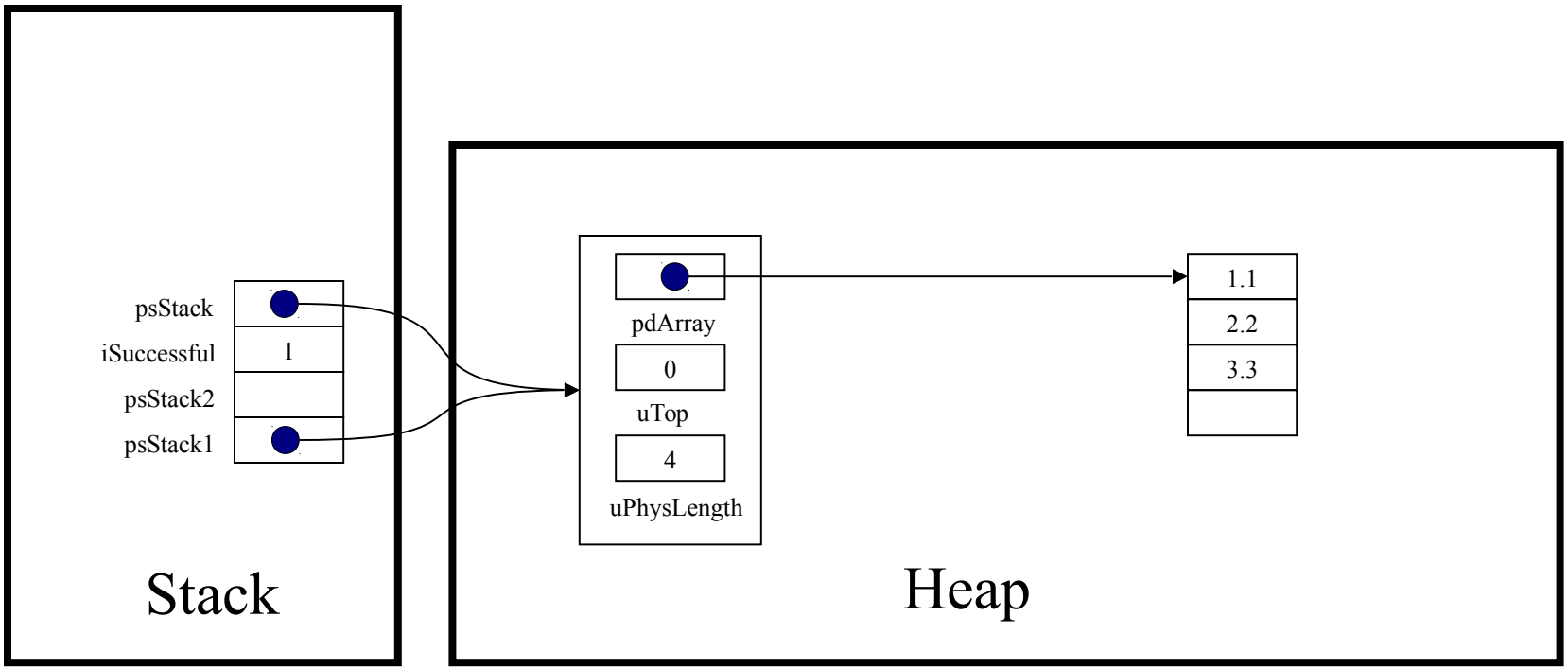
Trace of teststack (Version 1)

```
int Stack_isEmpty(struct Stack *psStack)
```



Princeton University
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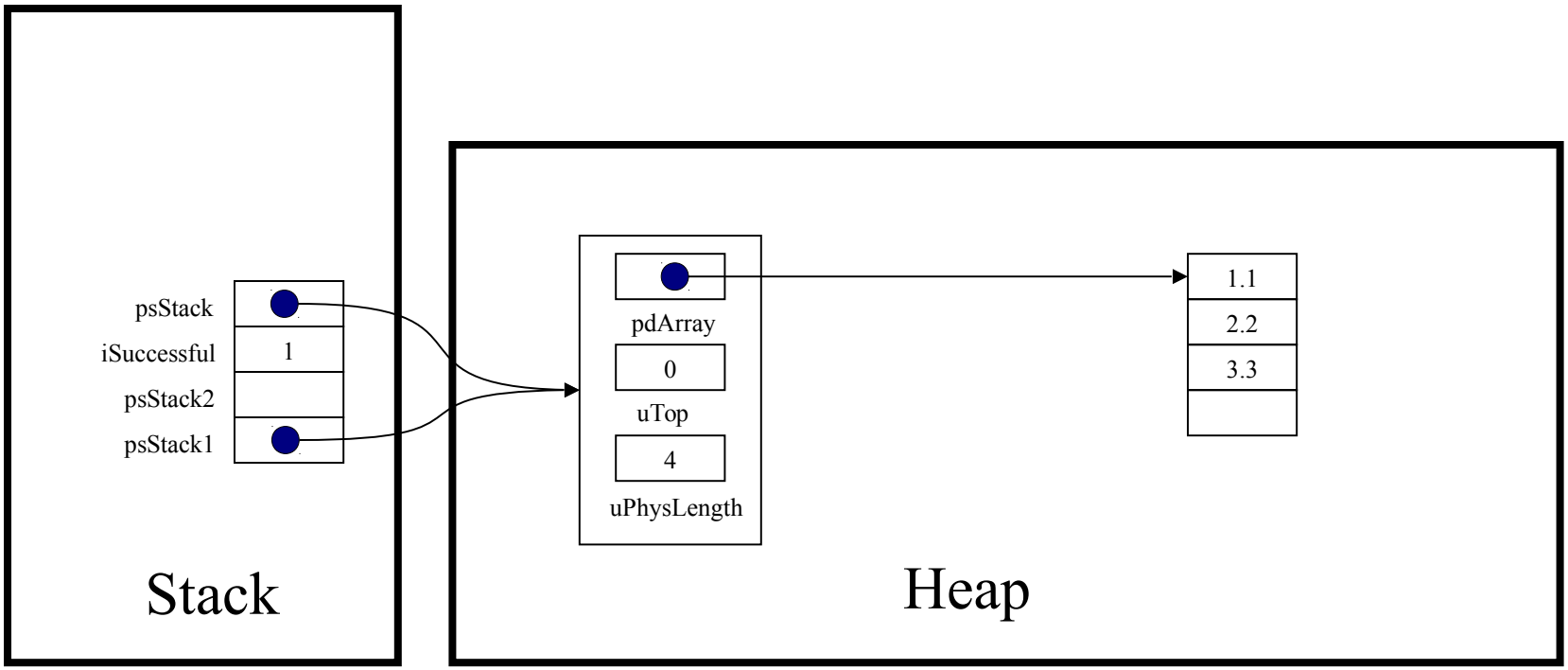
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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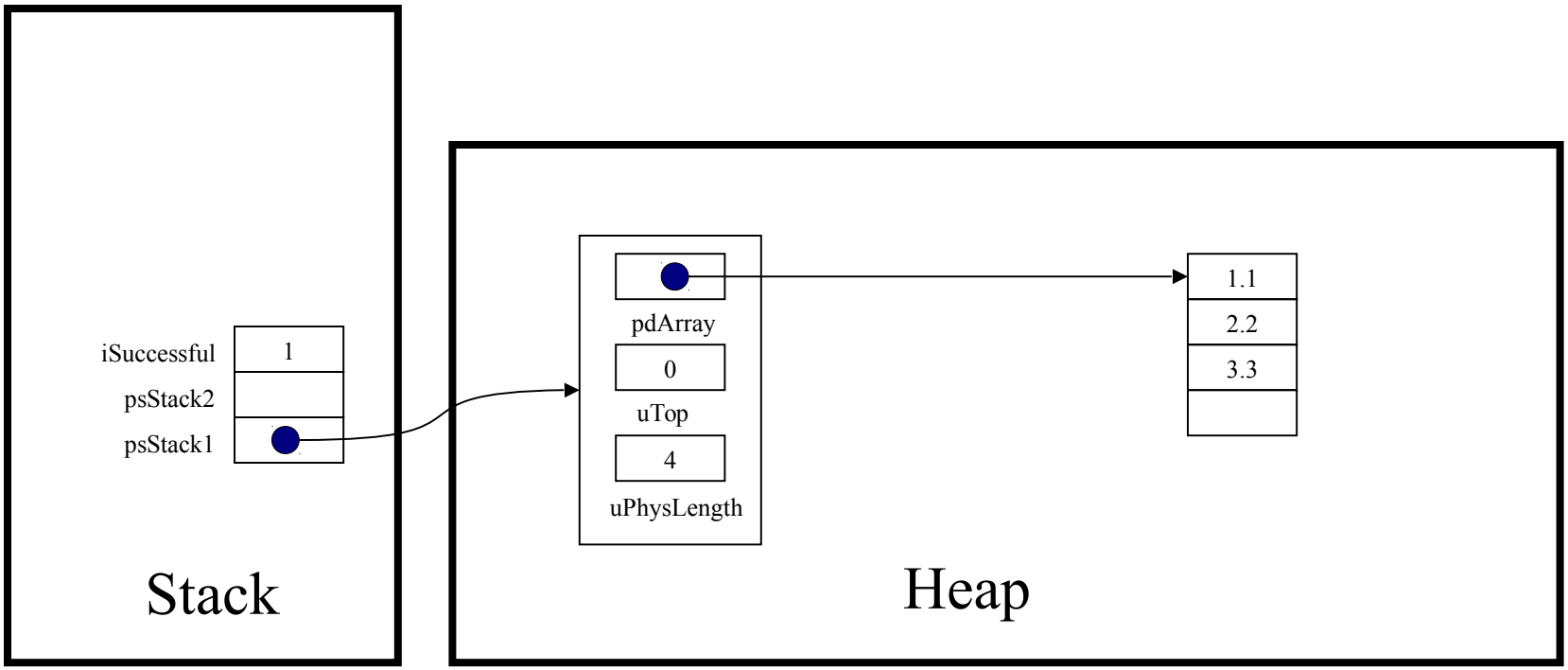
Trace of teststack (Version 1)

```
return psStack->uTop == 0;
```



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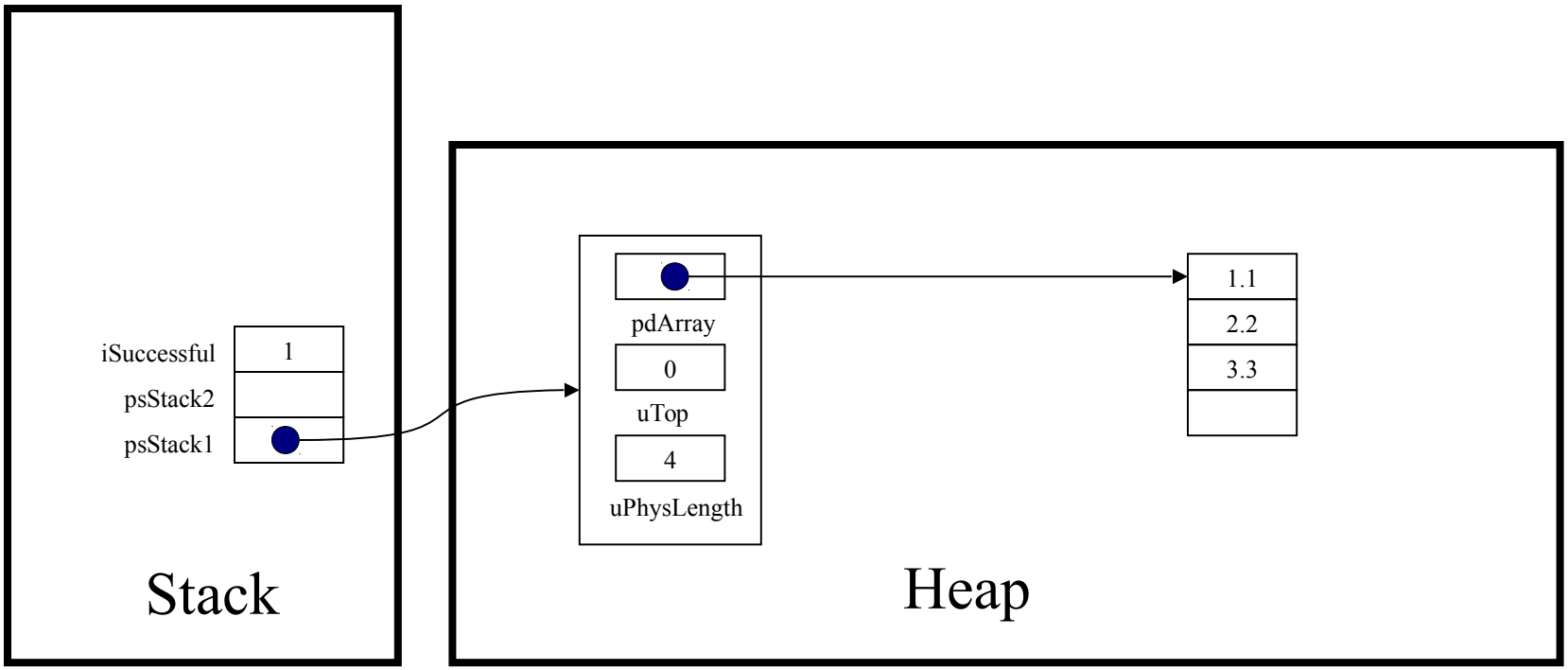
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack1))
```



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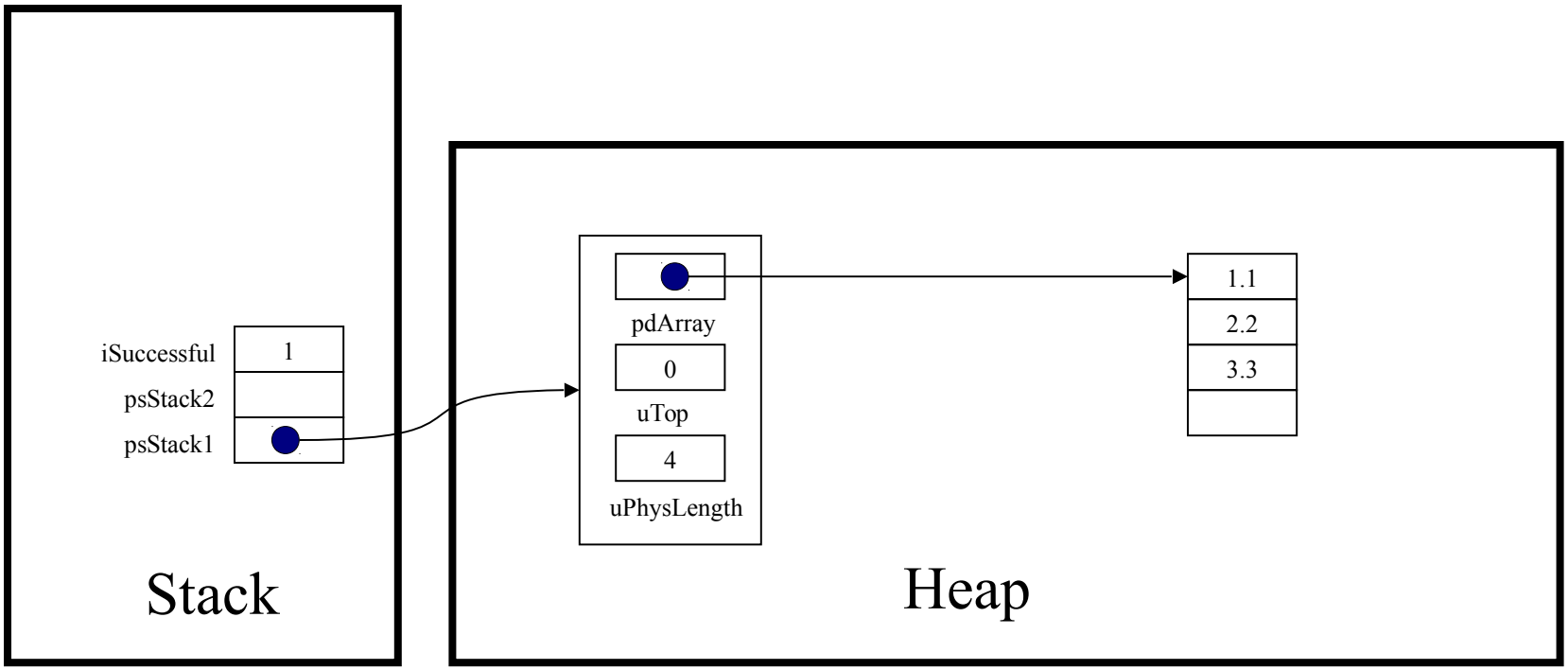
Trace of teststack (Version 1)

```
Stack_free(psStack1);
```



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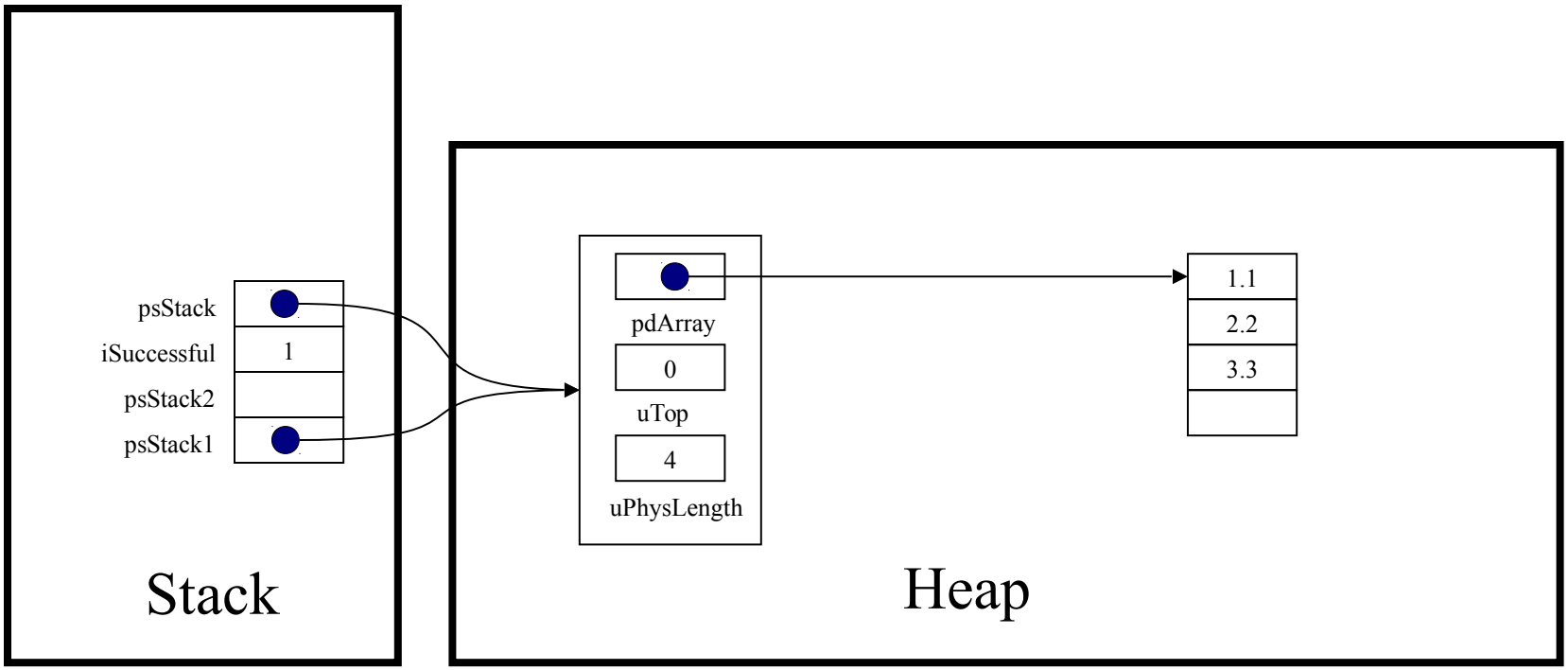
Trace of teststack (Version 1)

```
void Stack_free(struct Stack *psStack)
```



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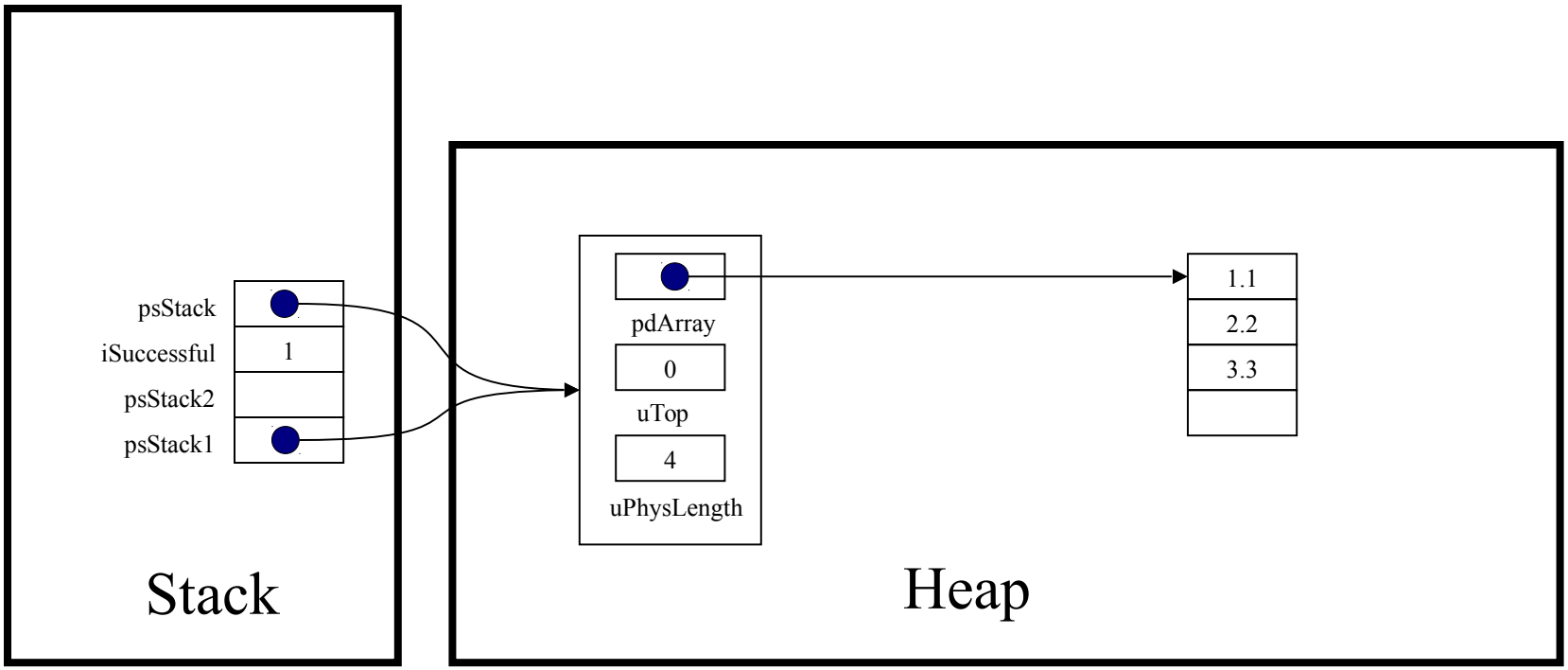
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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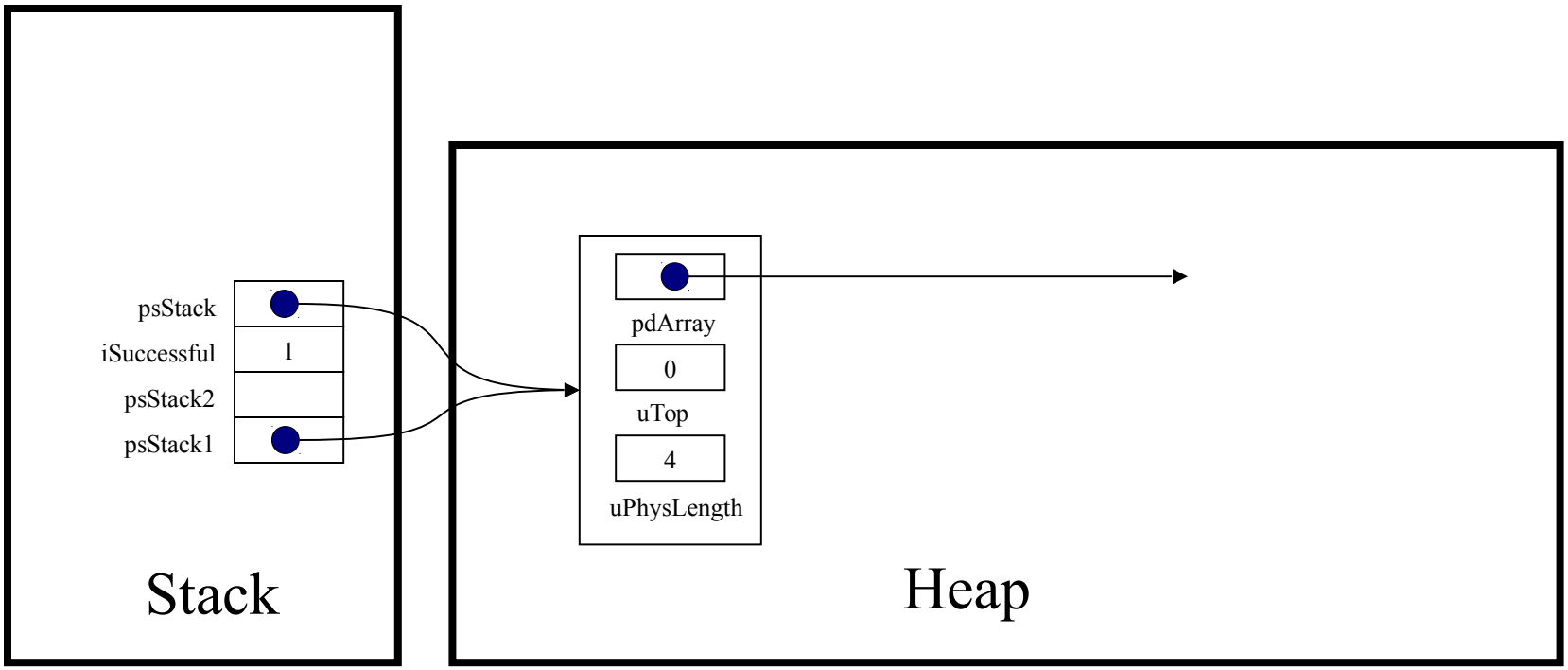
Trace of teststack (Version 1)

```
free(psStack->pdArray);
```



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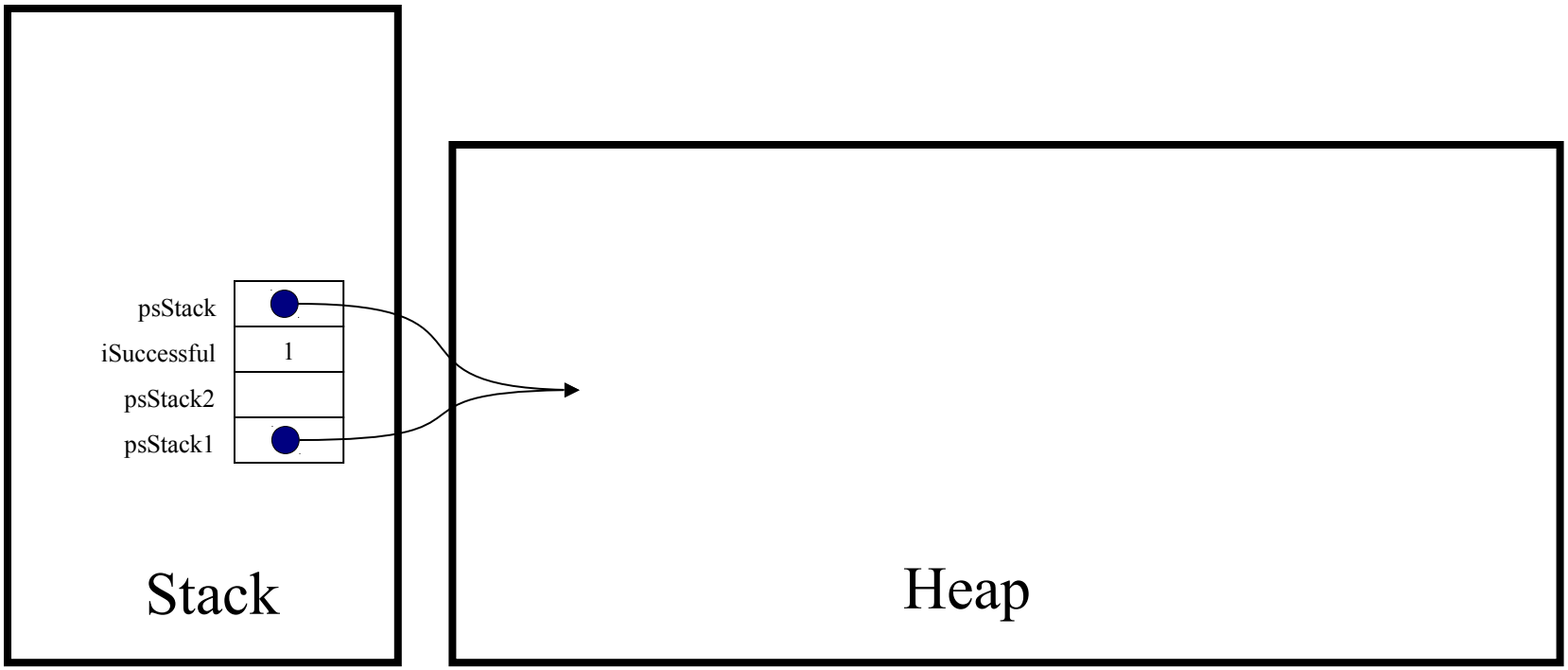
Trace of teststack (Version 1)

```
free(psStack);
```



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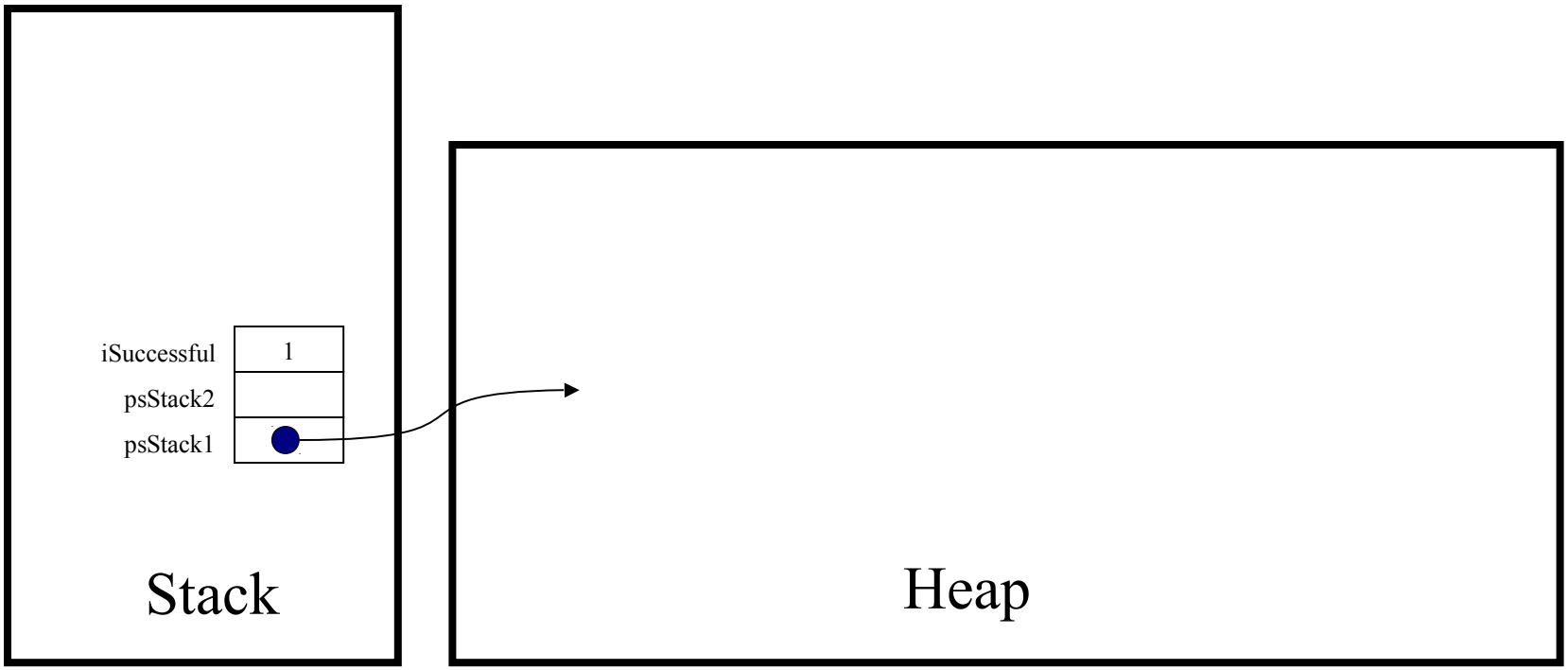
Trace of teststack (Version 1)

```
Implicit return
```



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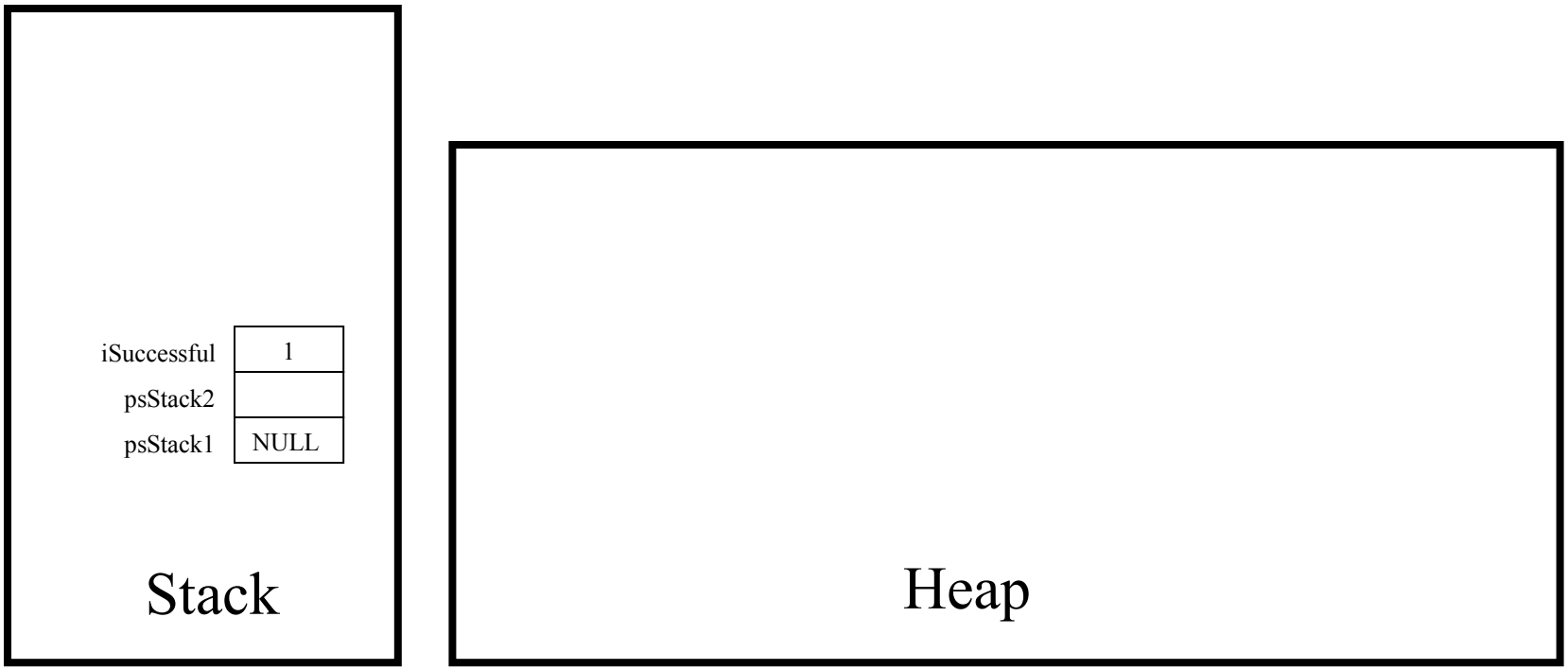
Trace of teststack (Version 1)

```
psStack1 = NULL;
```



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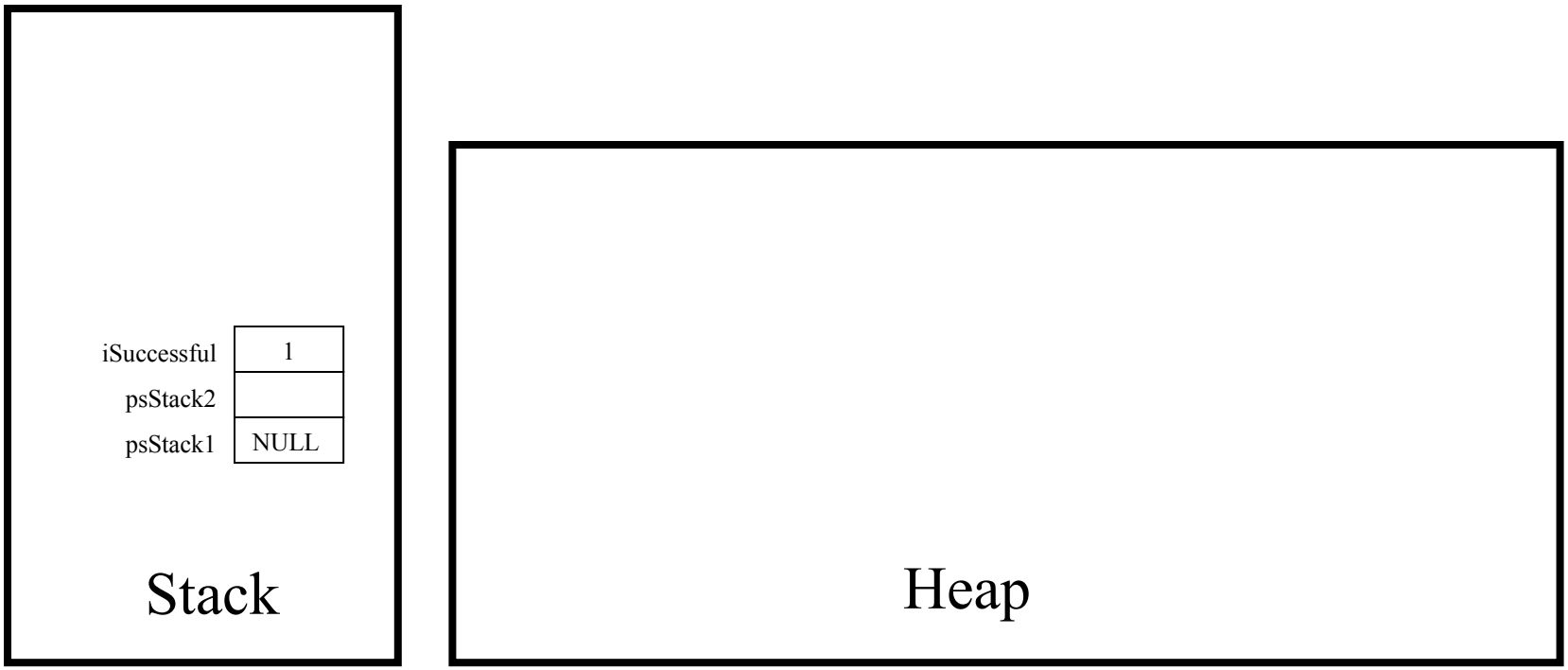
Trace of teststack (Version 1)

```
psStack2 = Stack_new();
```



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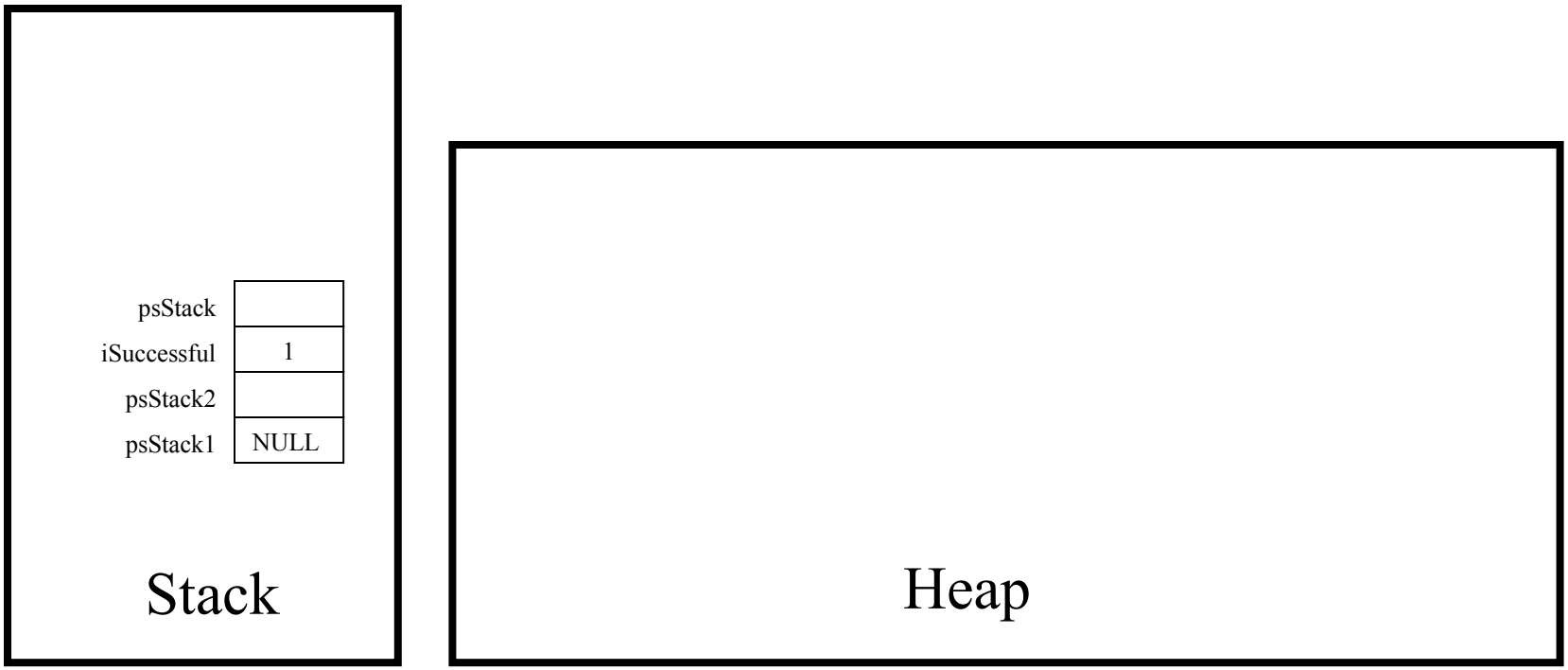
Trace of teststack (Version 1)

```
struct Stack *psStack;
```



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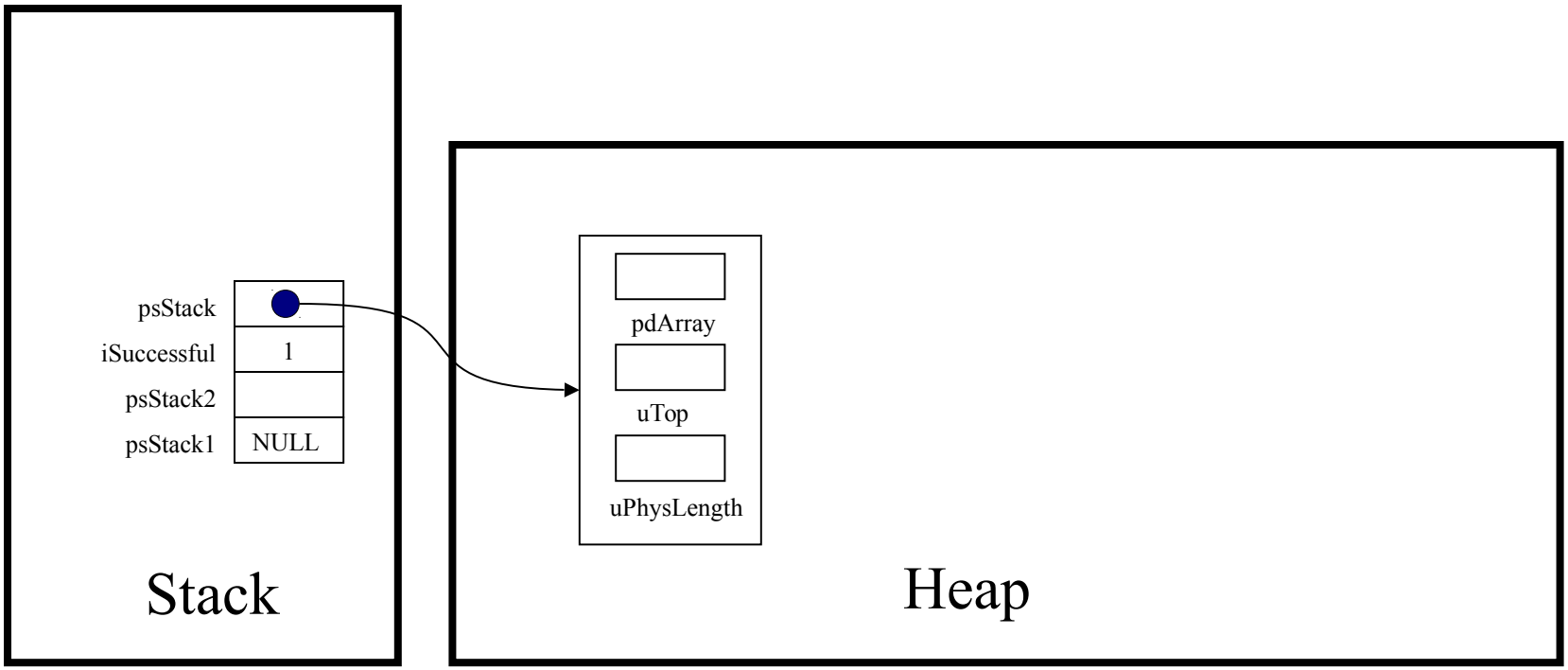
Trace of teststack (Version 1)

```
psStack = (struct Stack*)malloc(sizeof(struct Stack));
```



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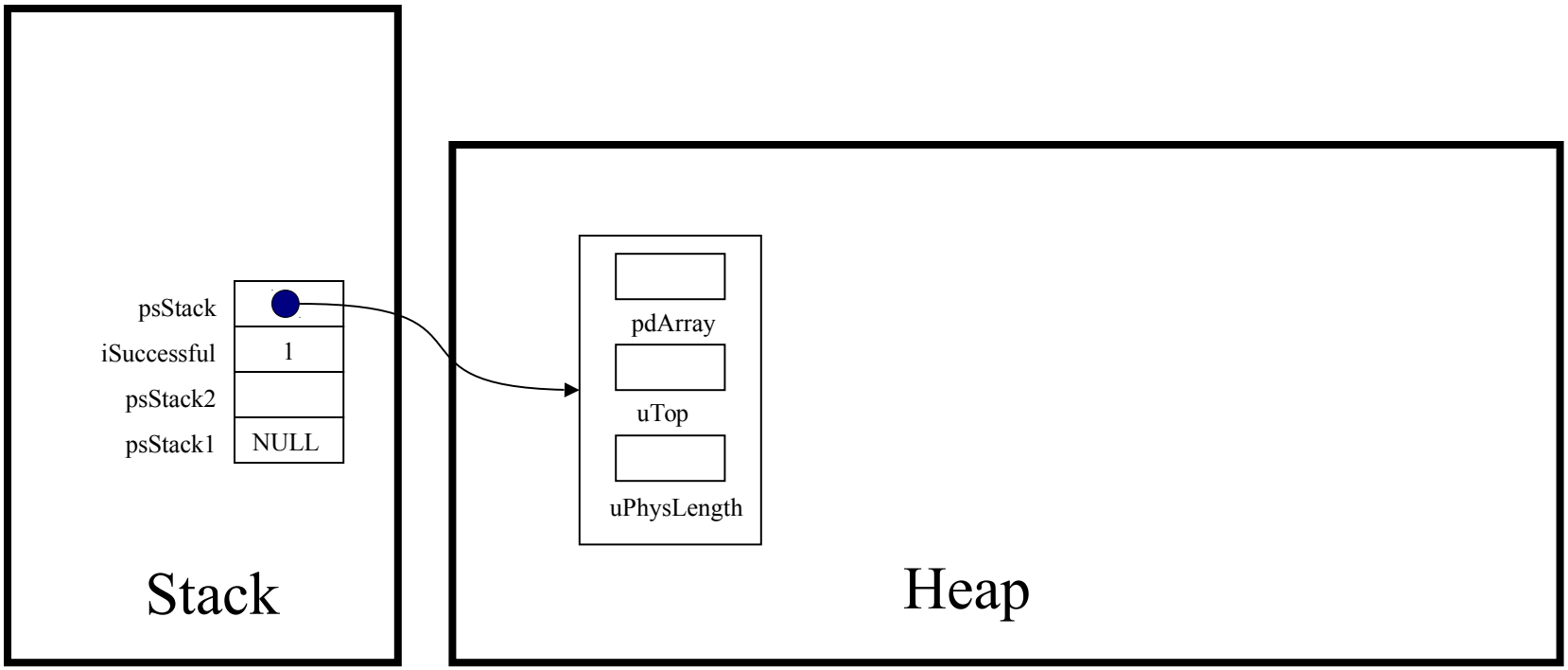
Trace of teststack (Version 1)

```
if (psStack == NULL)
   return NULL;
```



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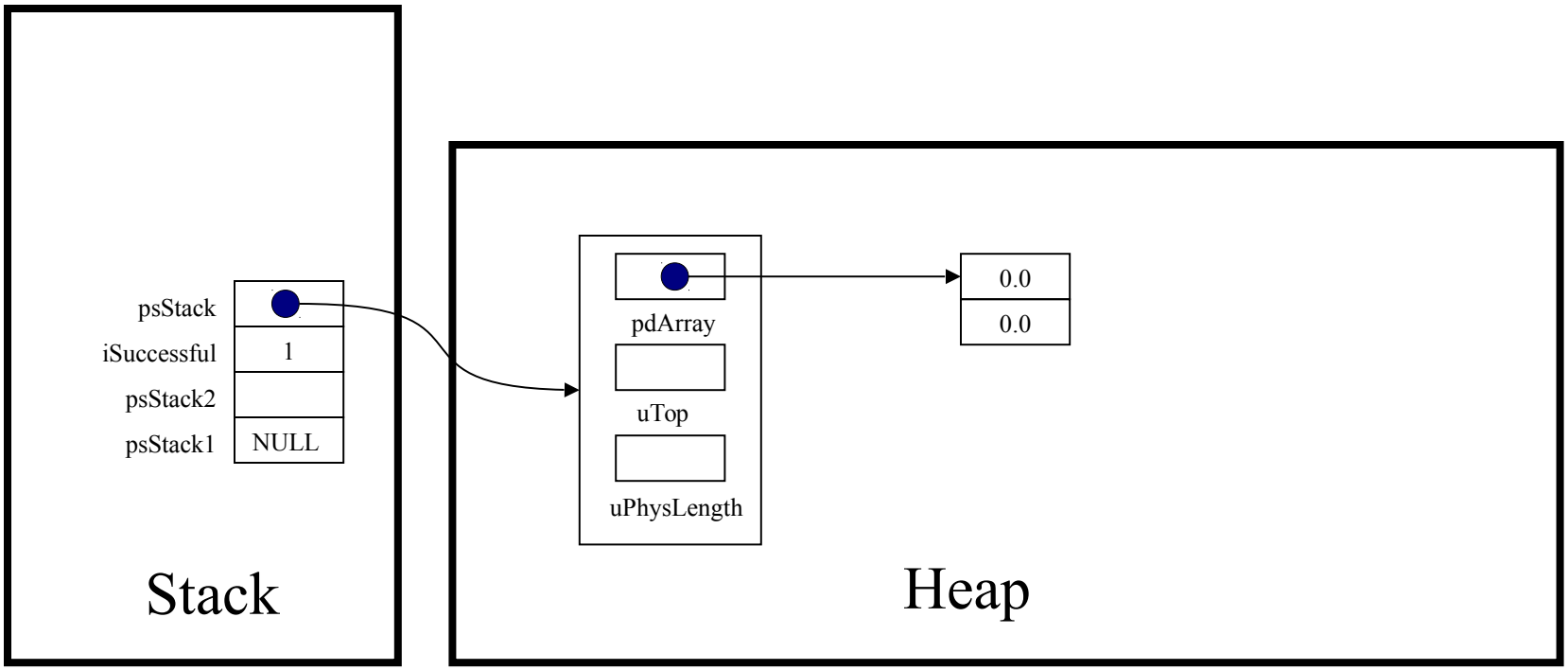
Trace of teststack (Version 1)

```
psStack->pdArray = (double*)calloc(INITIAL_PHYS_LENGTH, sizeof(double));
```



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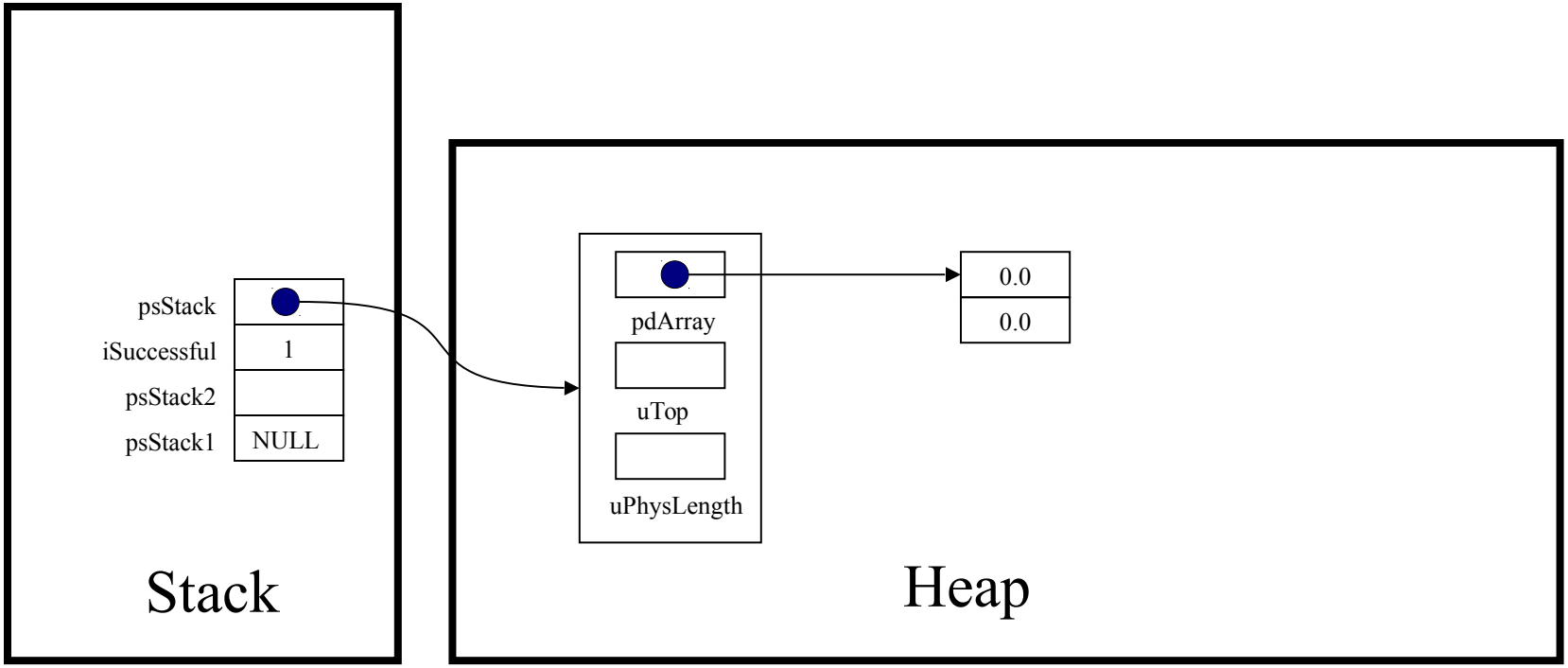
Trace of teststack (Version 1)

```
if (psStack->pdArray == NULL)
{
   free(psStack);
   return NULL;
}
```



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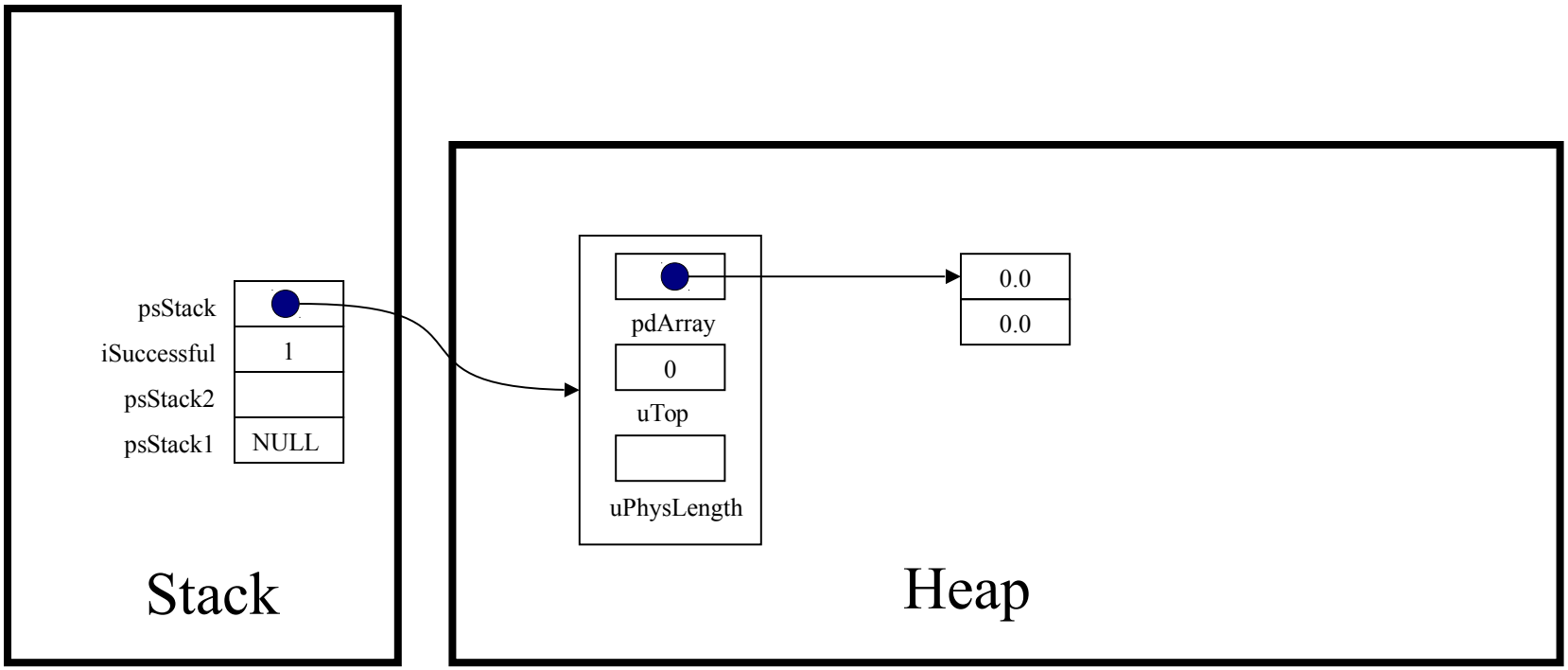
Trace of teststack (Version 1)

```
psStack->uTop = 0;
```



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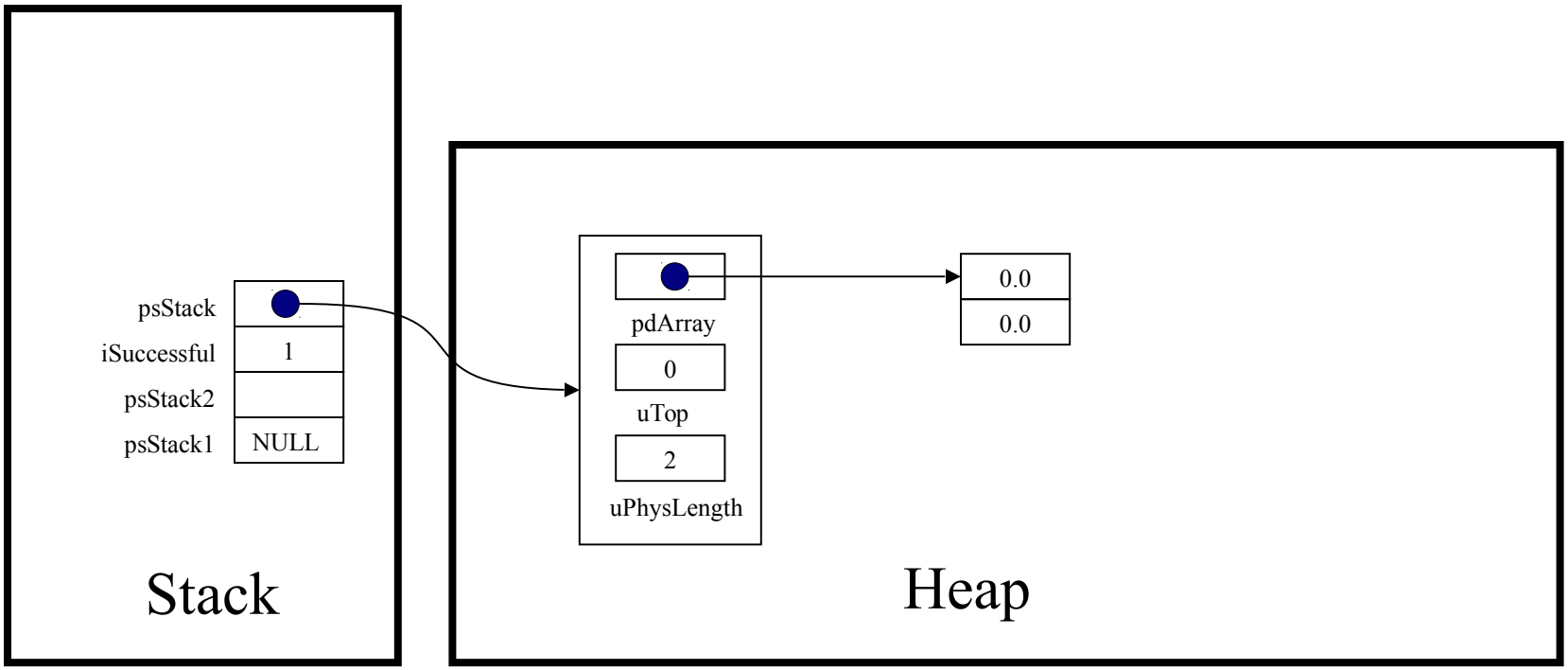
Trace of teststack (Version 1)

```
psStack->uPhysLength = INITIAL_PHYS_LENGTH;
```



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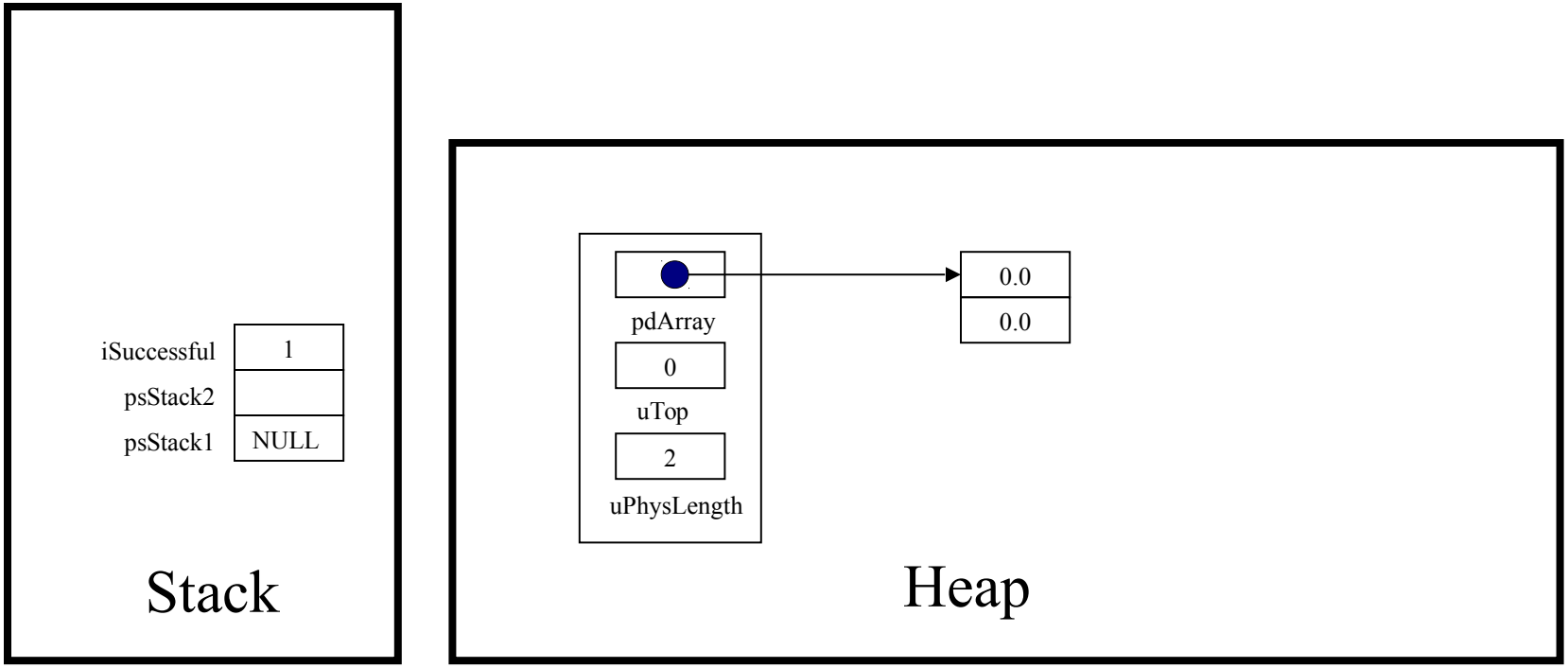
Trace of teststack (Version 1)

```
return psStack;
```



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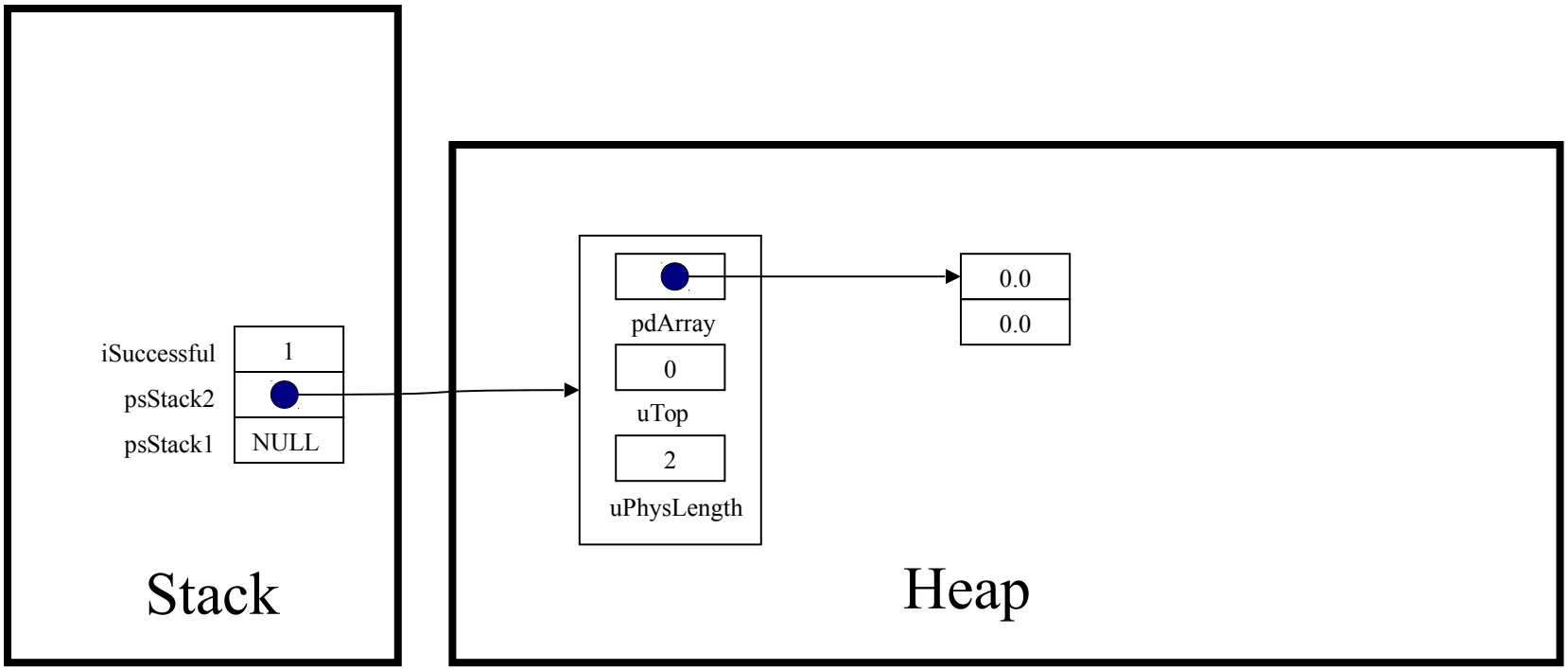
Trace of teststack (Version 1)

```
psStack2 = Stack_new();
```



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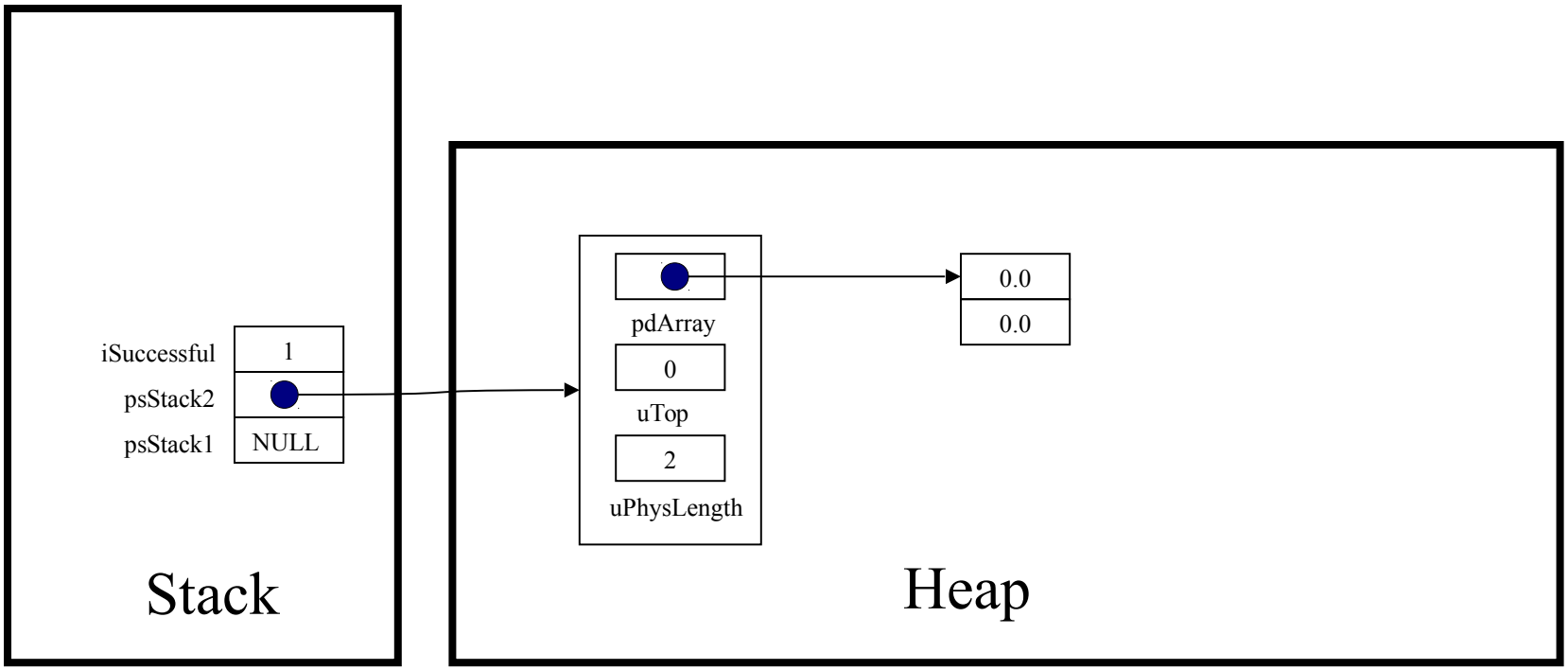
Trace of teststack (Version 1)

```
if (psStack2 == NULL) handleMemoryError();
```



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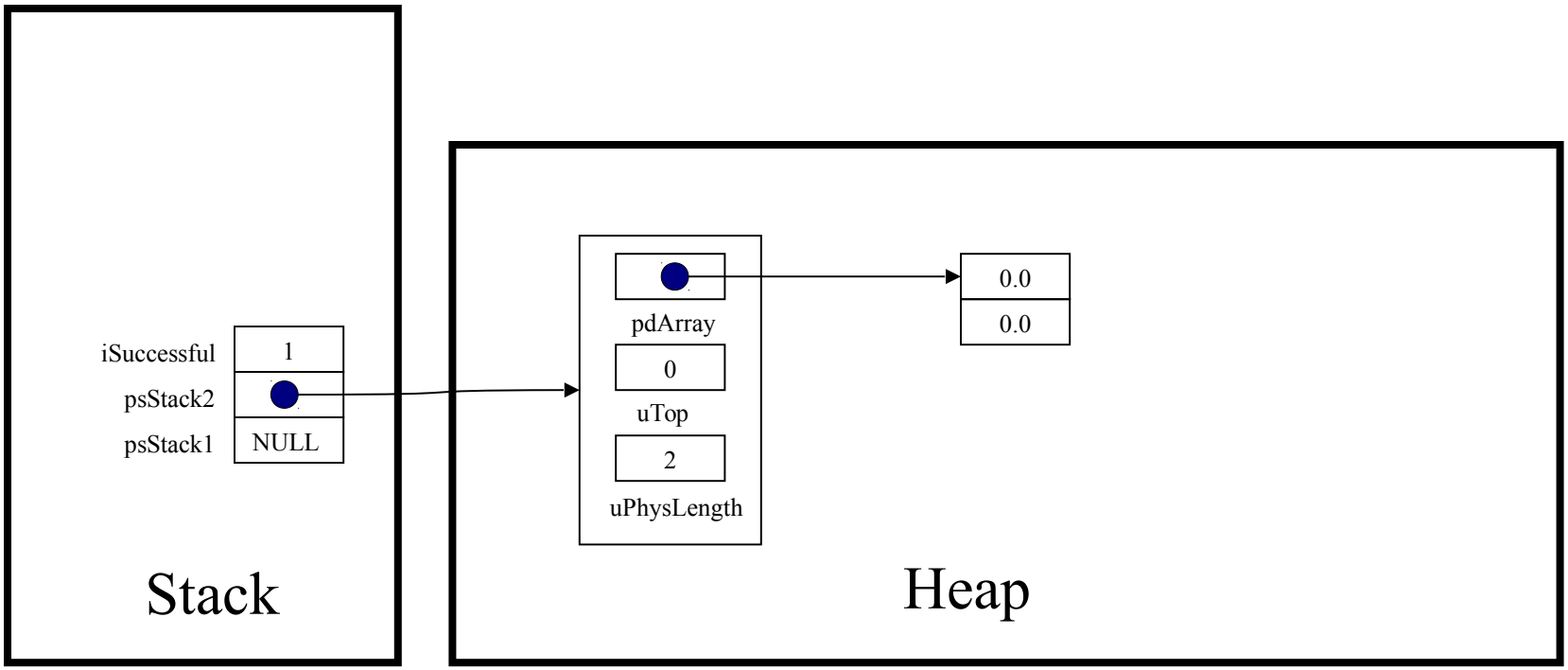
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack2, 4.4);
```



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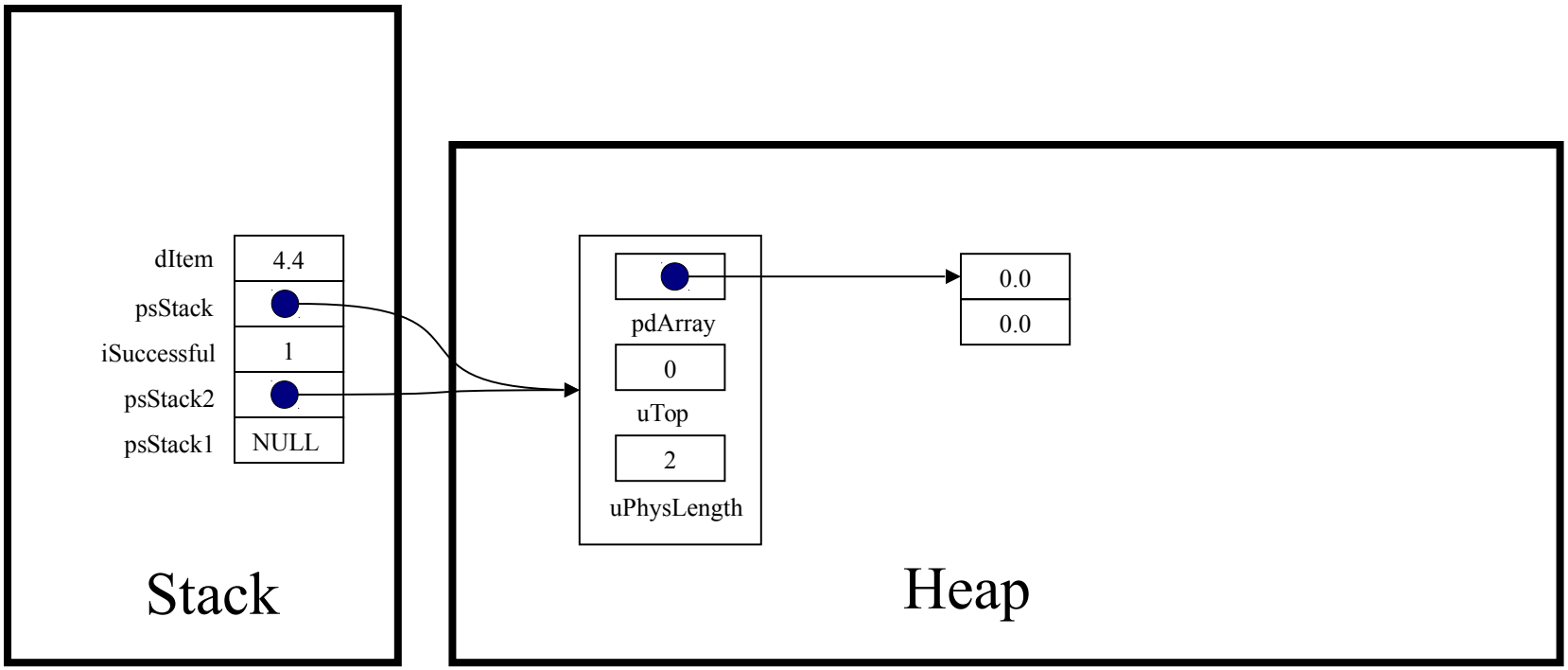
Trace of teststack (Version 1)

```
int Stack_push(struct Stack *psStack, double dItem)
```



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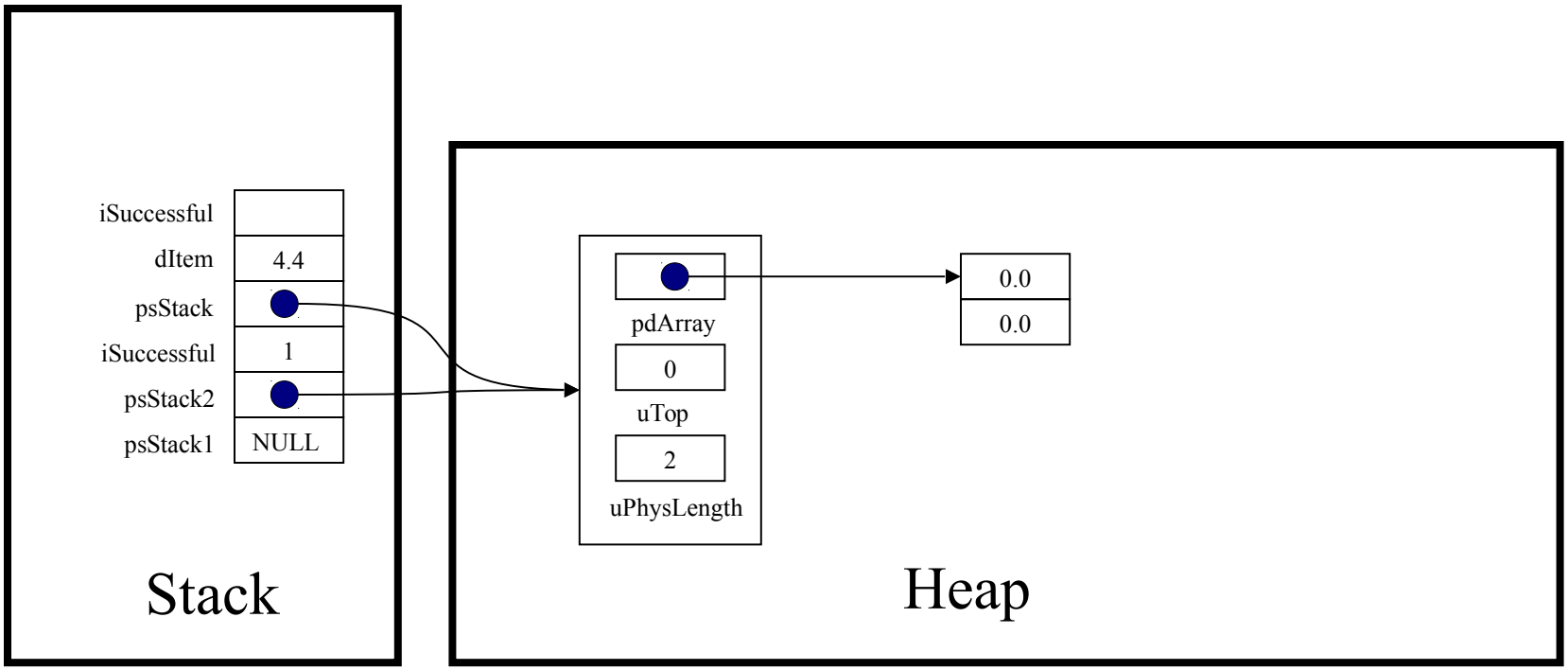
Trace of teststack (Version 1)

```
int iSuccessful;
```



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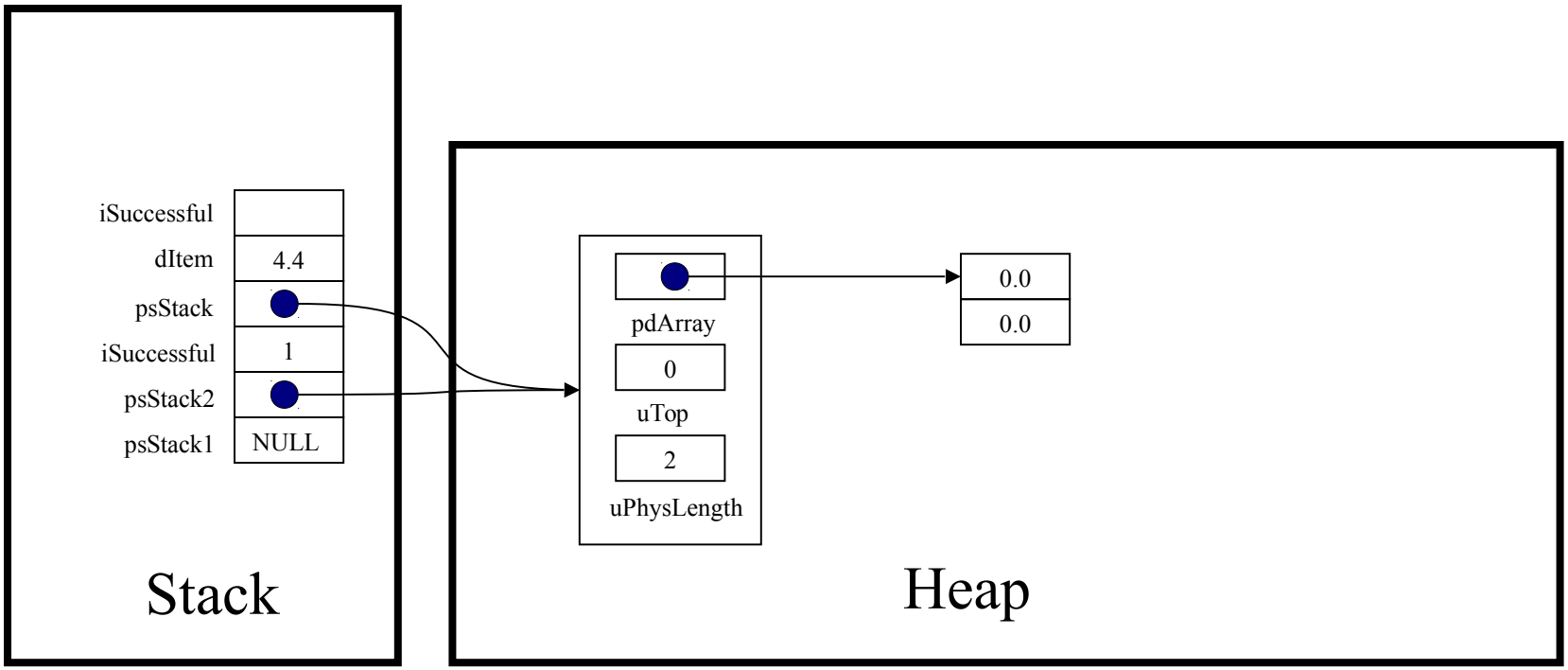
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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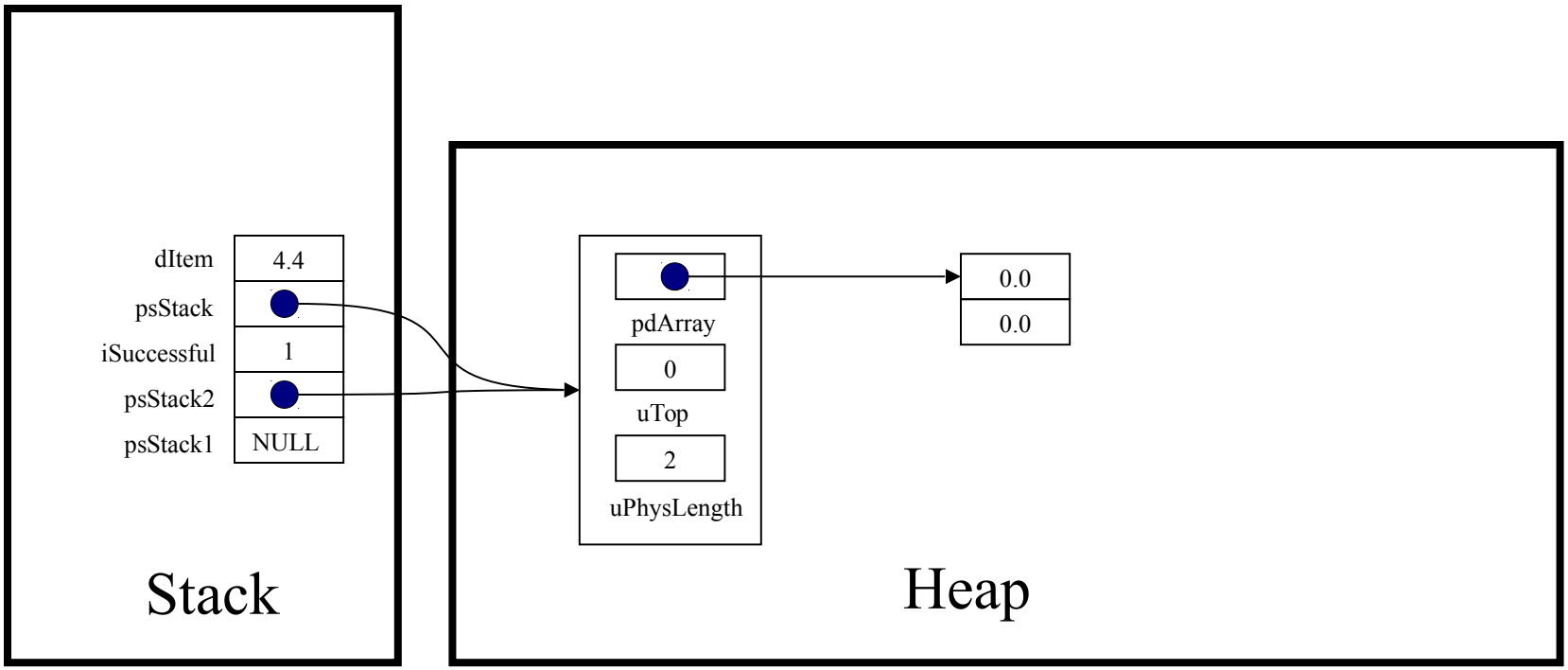
Trace of teststack (Version 1)

```
if (psStack->uTop == psStack->uPhysLength)
   ...
```



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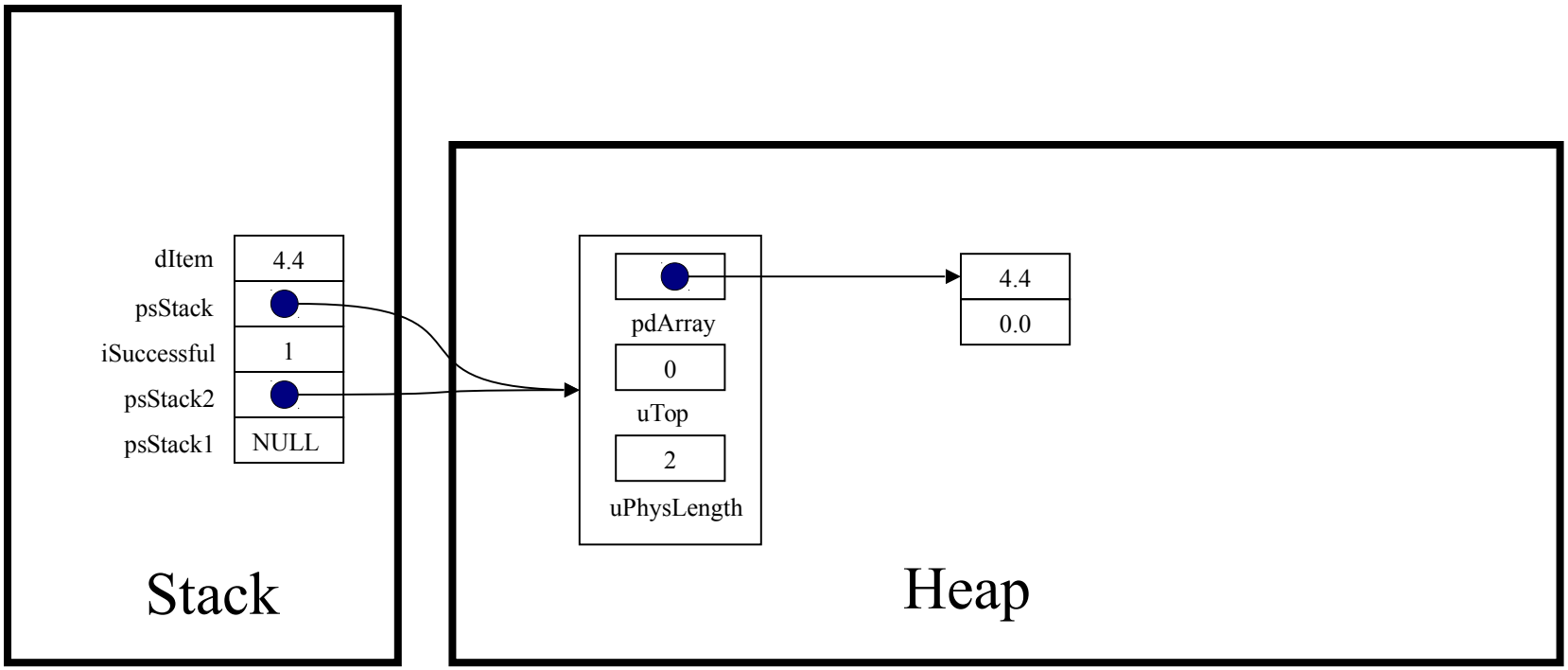
Trace of teststack (Version 1)

```
(psStack->pdArray)[psStack->uTop] = dItem;
```



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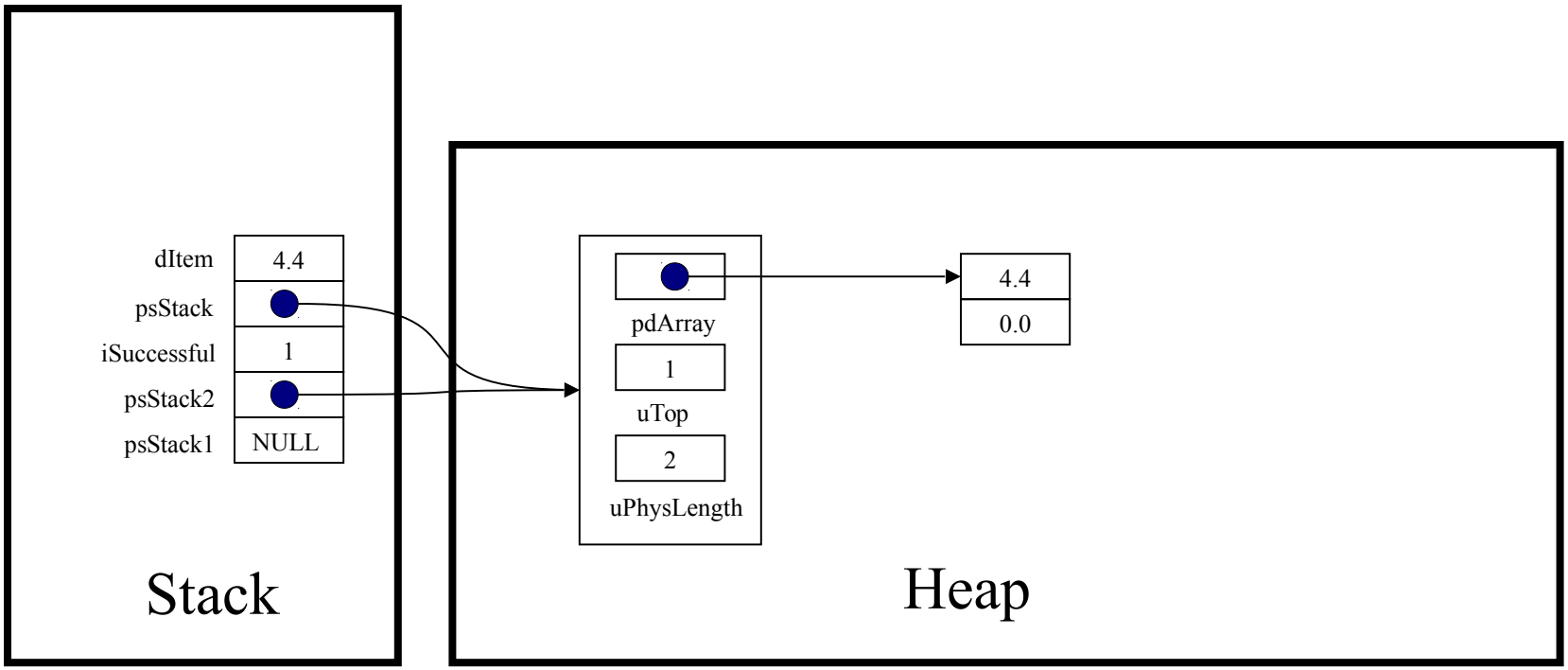
Trace of teststack (Version 1)

```
(psStack->uTop)++;
```



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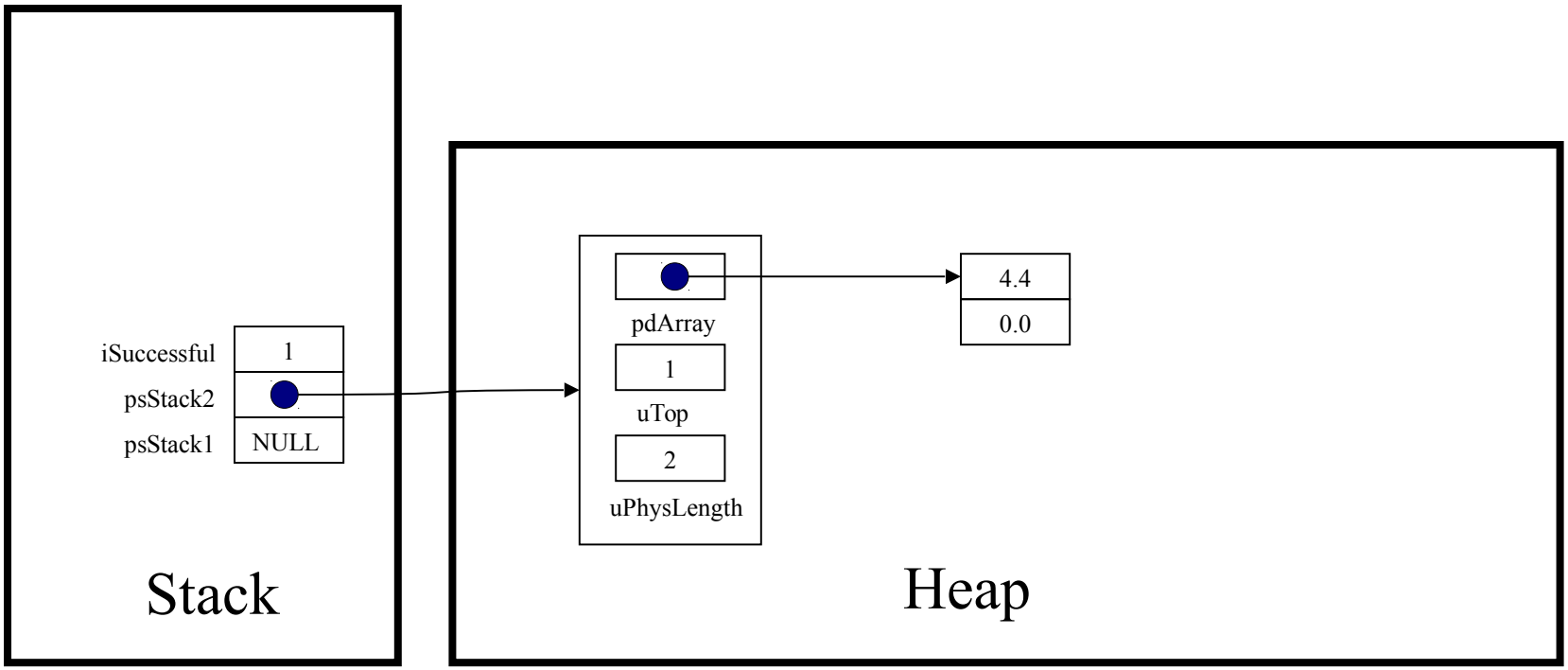
Trace of teststack (Version 1)

```
return 1;
```



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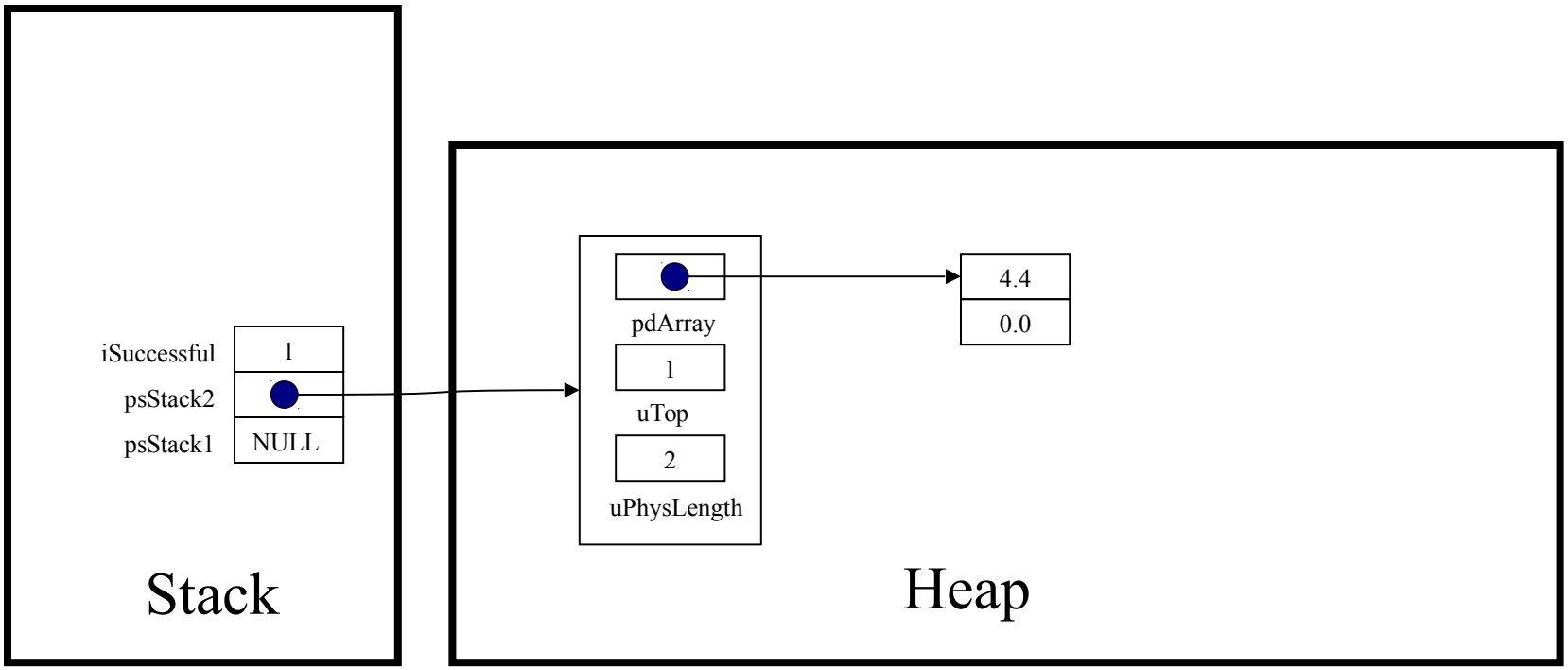
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack2, 4.4);
```



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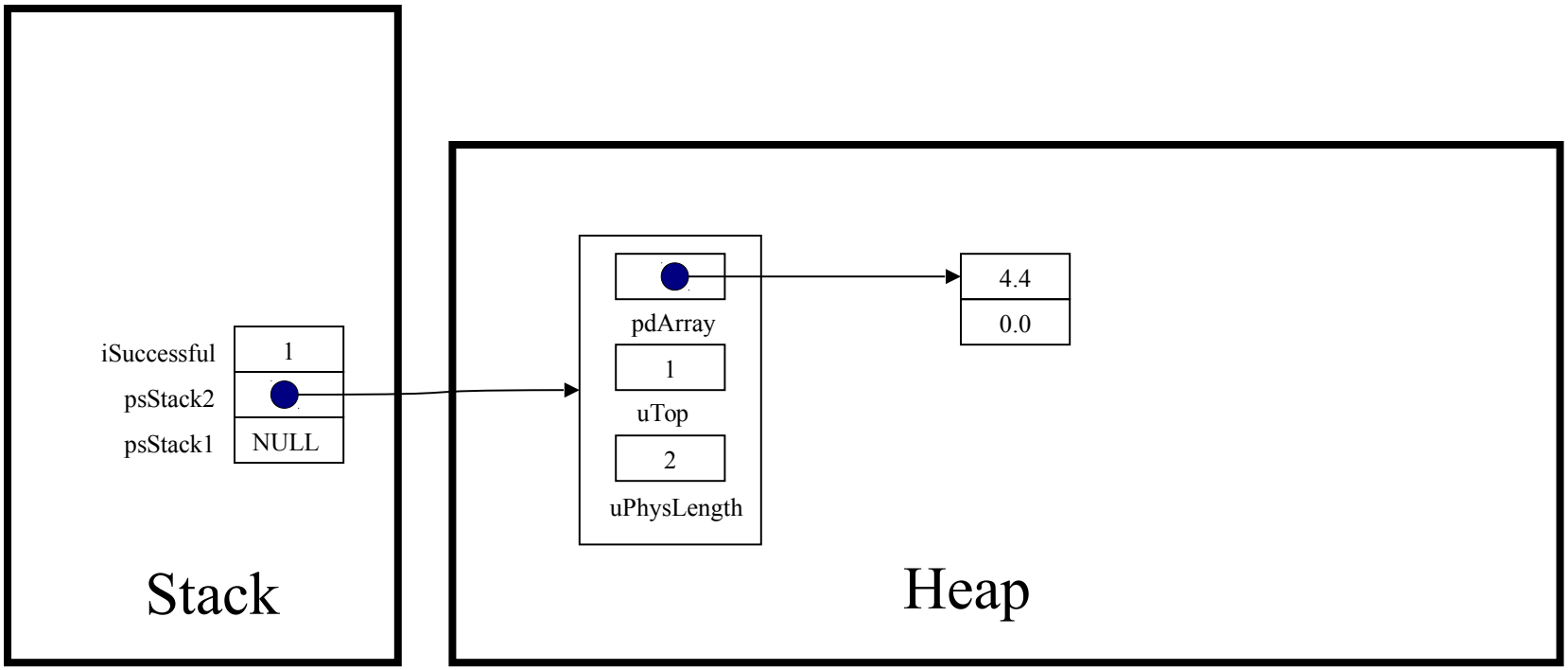
Trace of teststack (Version 1)

```
if (! iSuccesssful) handleMemoryError();
```



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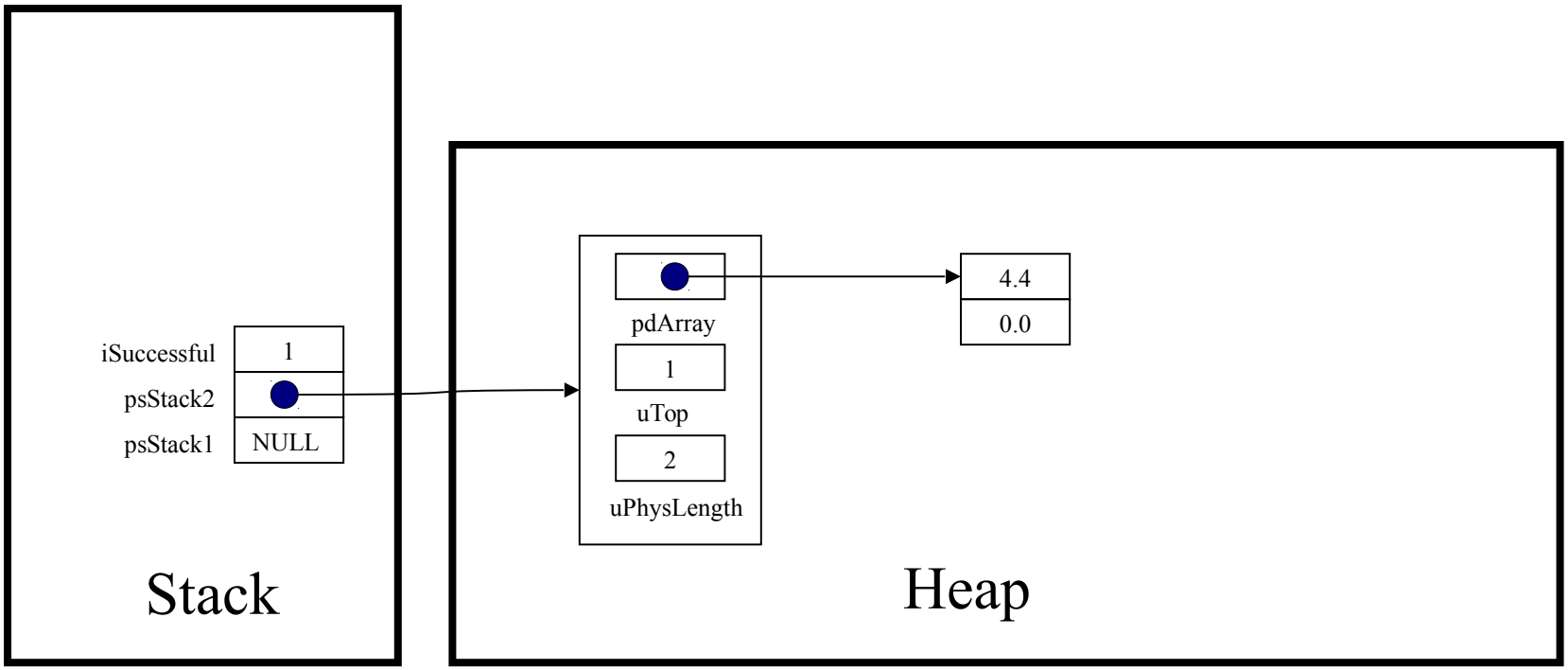
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack2, 5.5);
```



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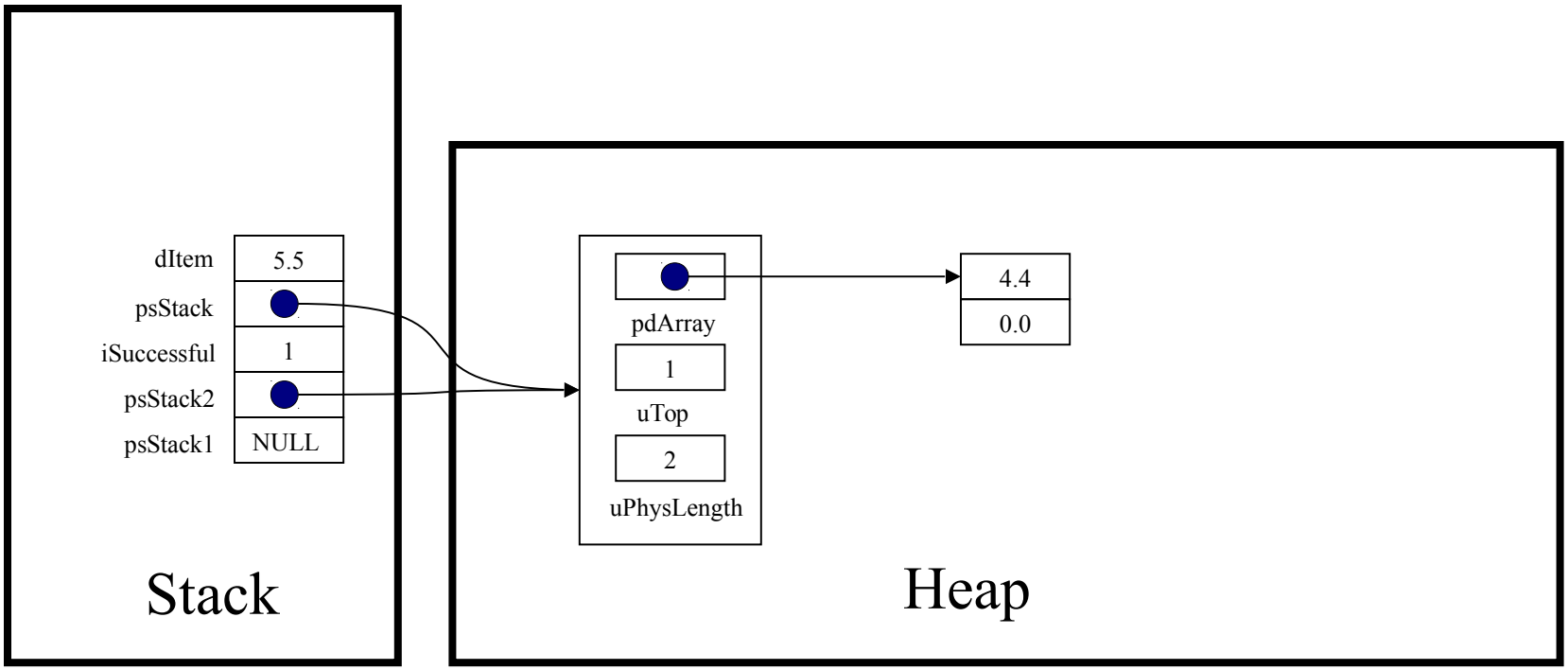
Trace of teststack (Version 1)

```
int Stack_push(struct Stack *psStack, double dItem)
```



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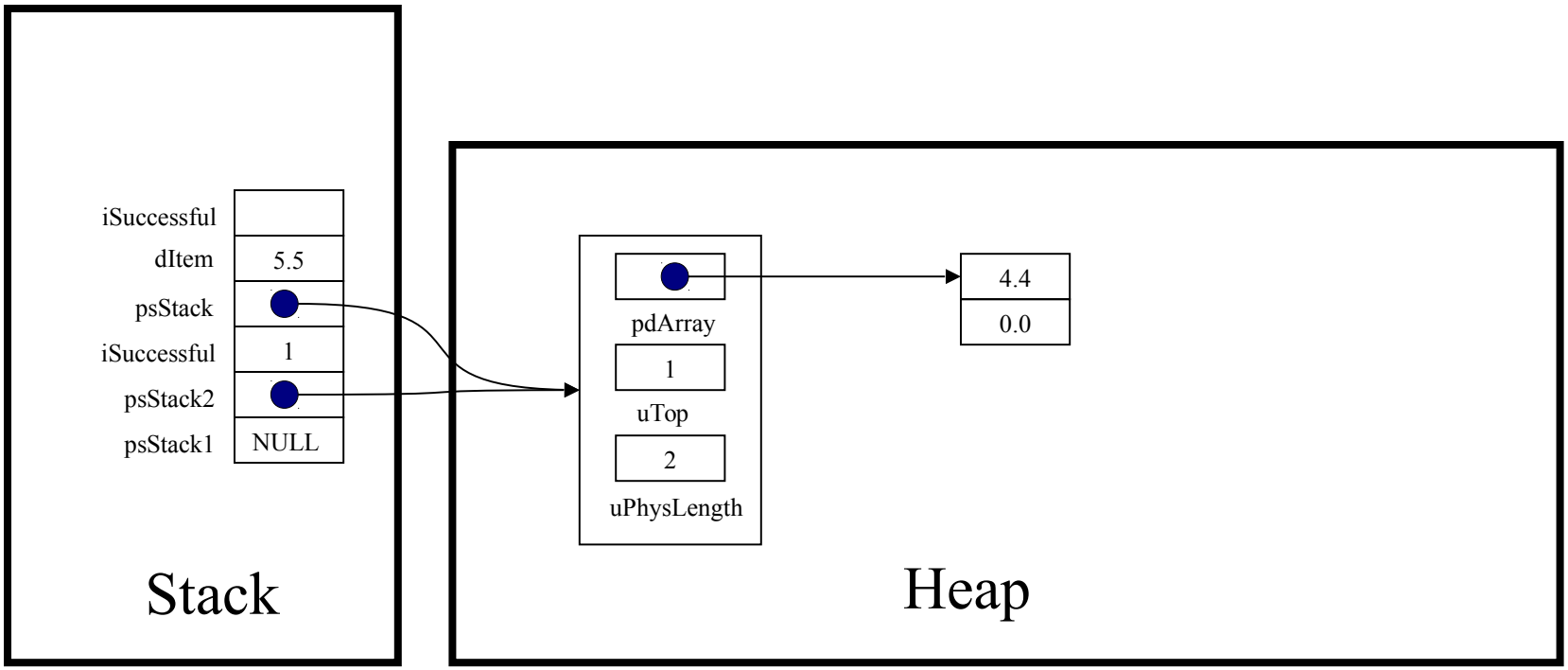
Trace of teststack (Version 1)

```
int iSuccessful;
```



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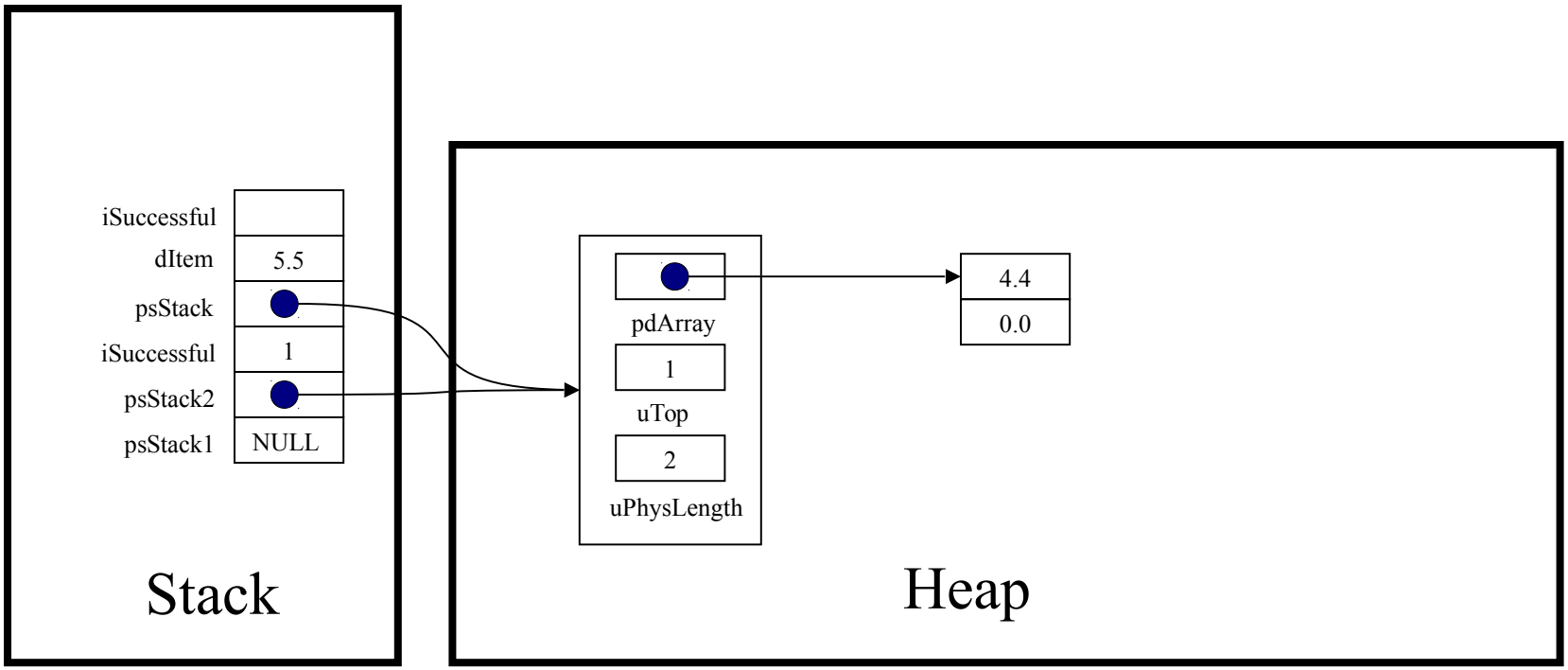
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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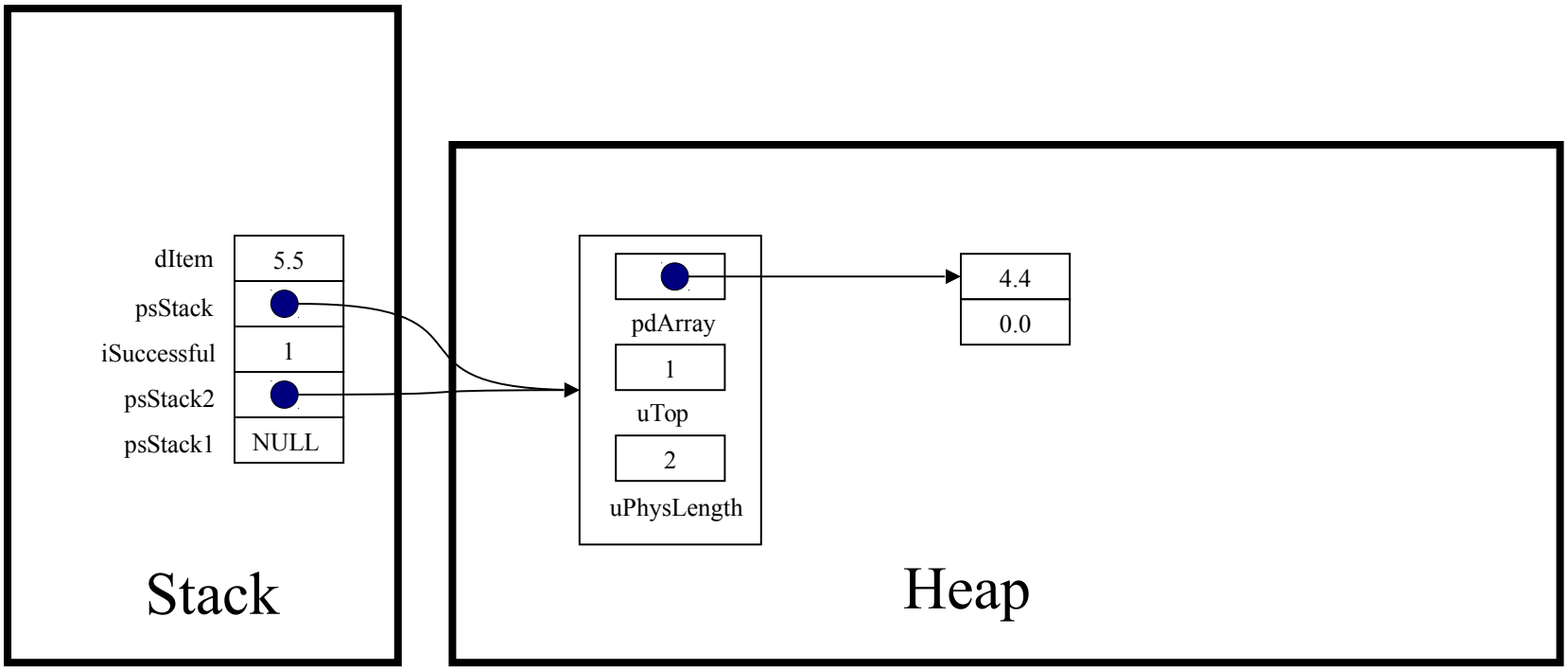
Trace of teststack (Version 1)

```
if (psStack->uTop == psStack->uPhysLength)
   ...
```



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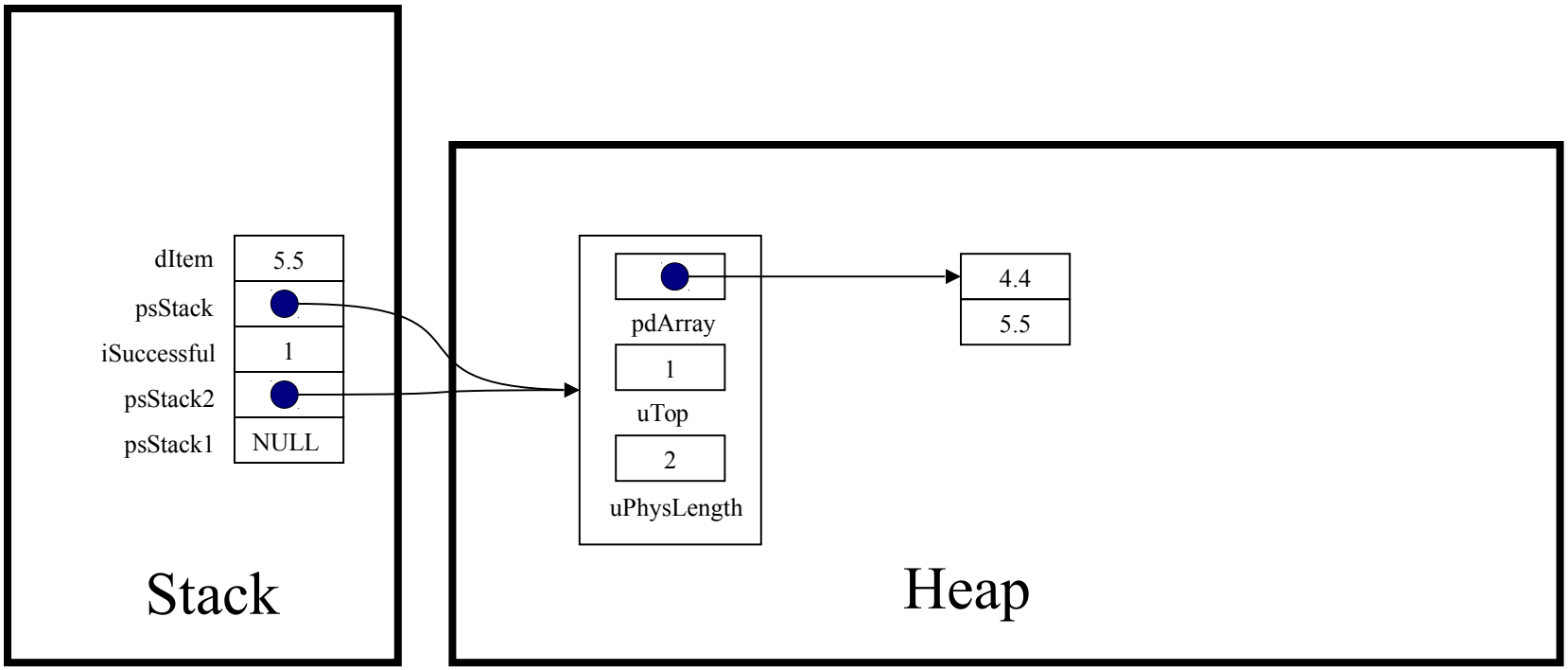
Trace of teststack (Version 1)

```
(psStack->pdArray)[psStack->uTop] = dItem;
```



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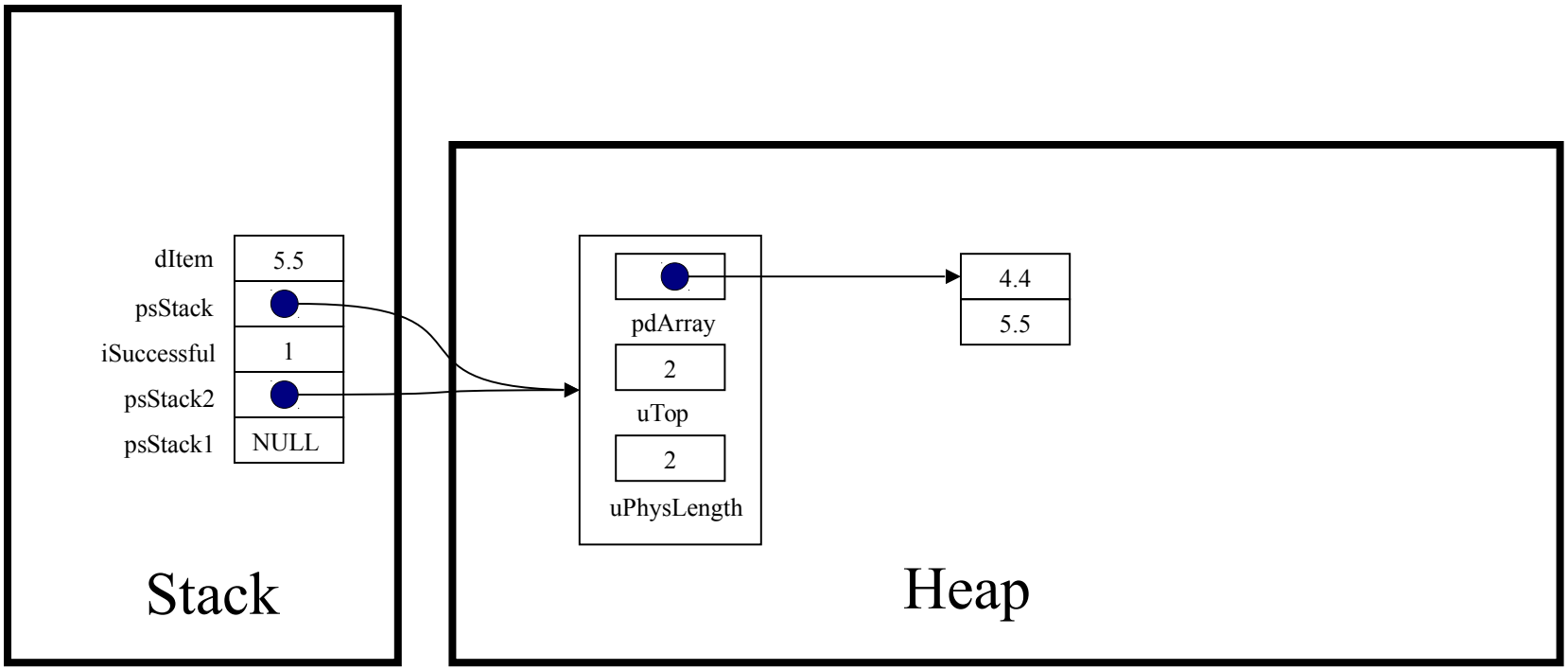
Trace of teststack (Version 1)

```
(psStack->uTop)++;
```



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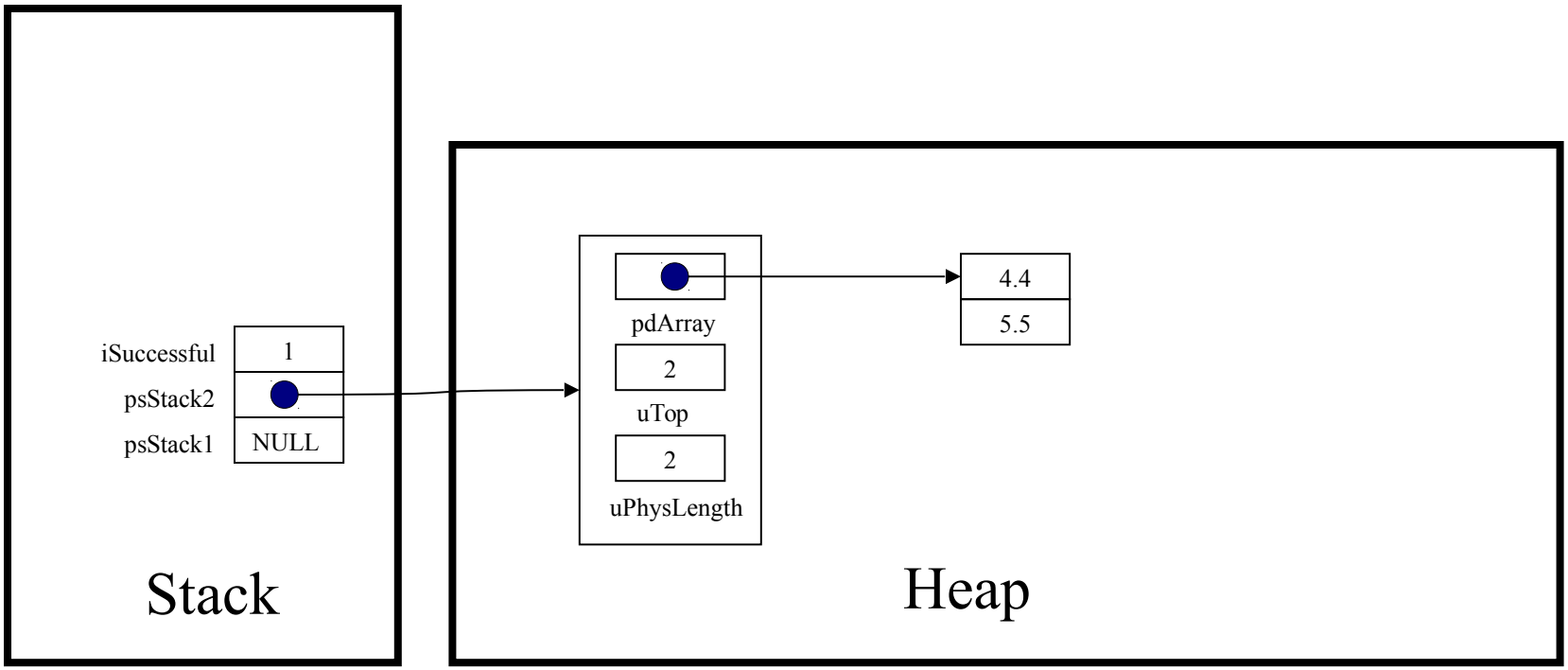
Trace of teststack (Version 1)

```
return 1;
```



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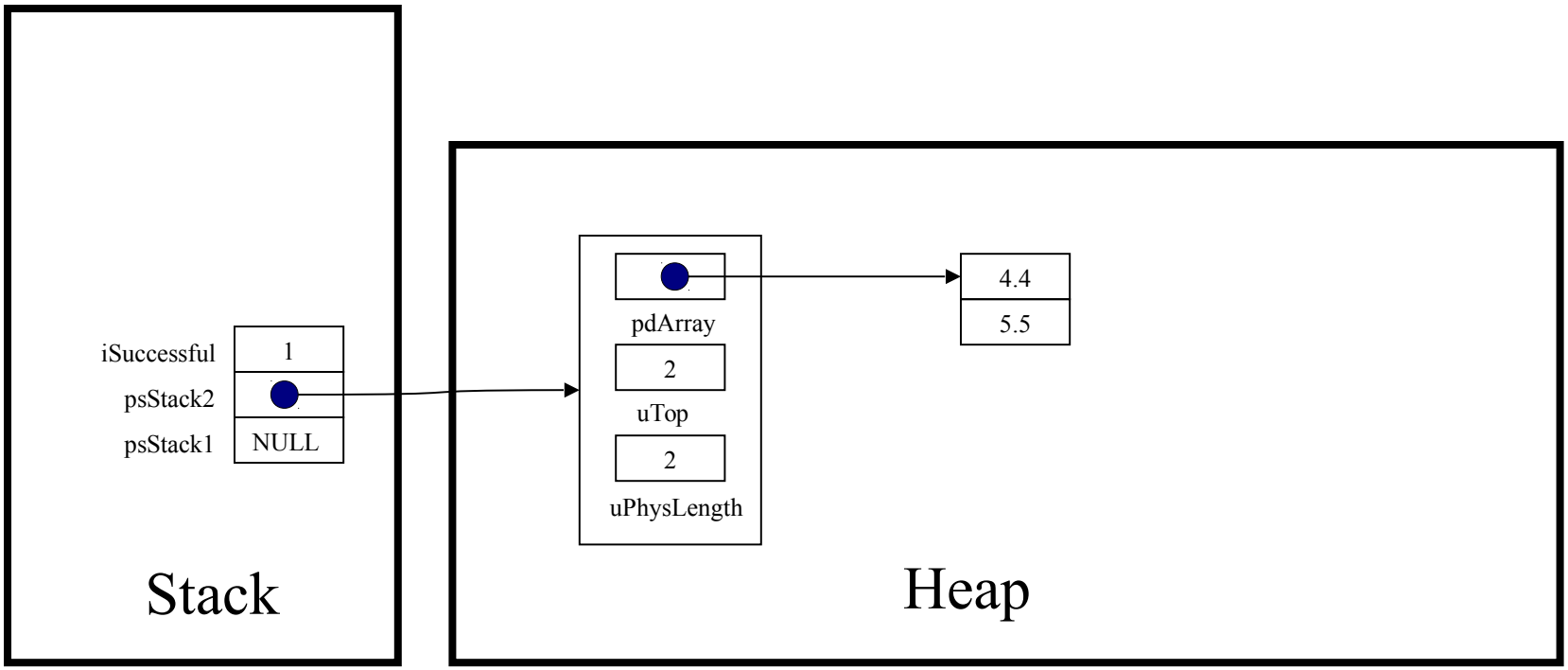
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack2, 5.5);
```



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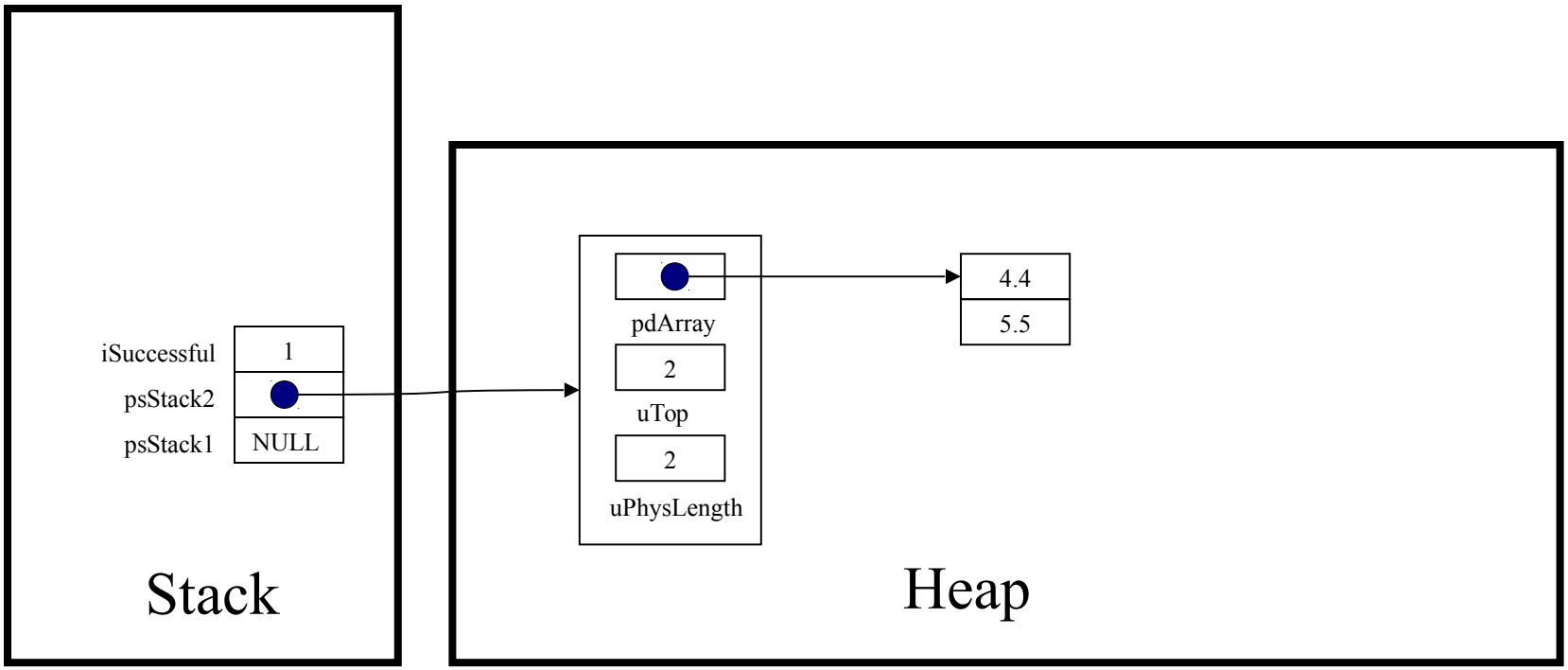
Trace of teststack (Version 1)

```
if (! iSuccesssful) handleMemoryError();
```



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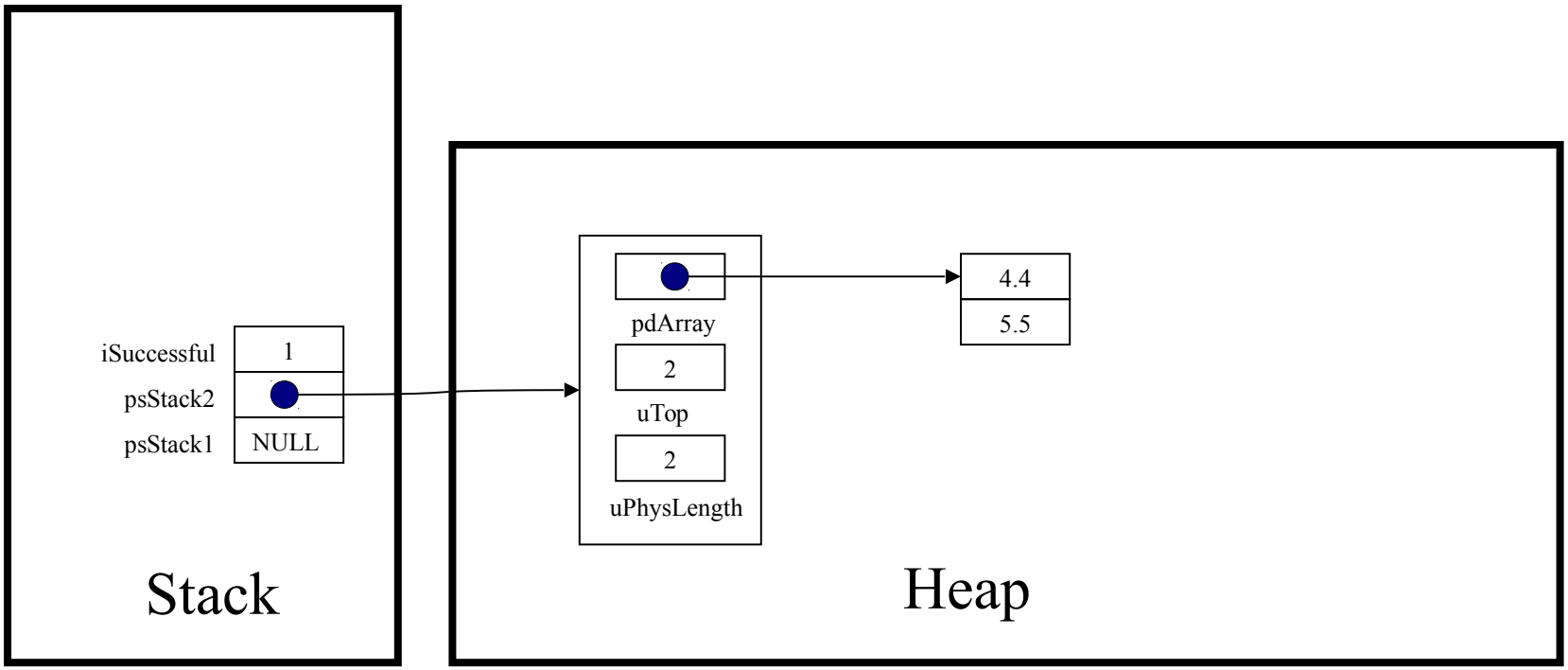
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack2, 6.6);
```



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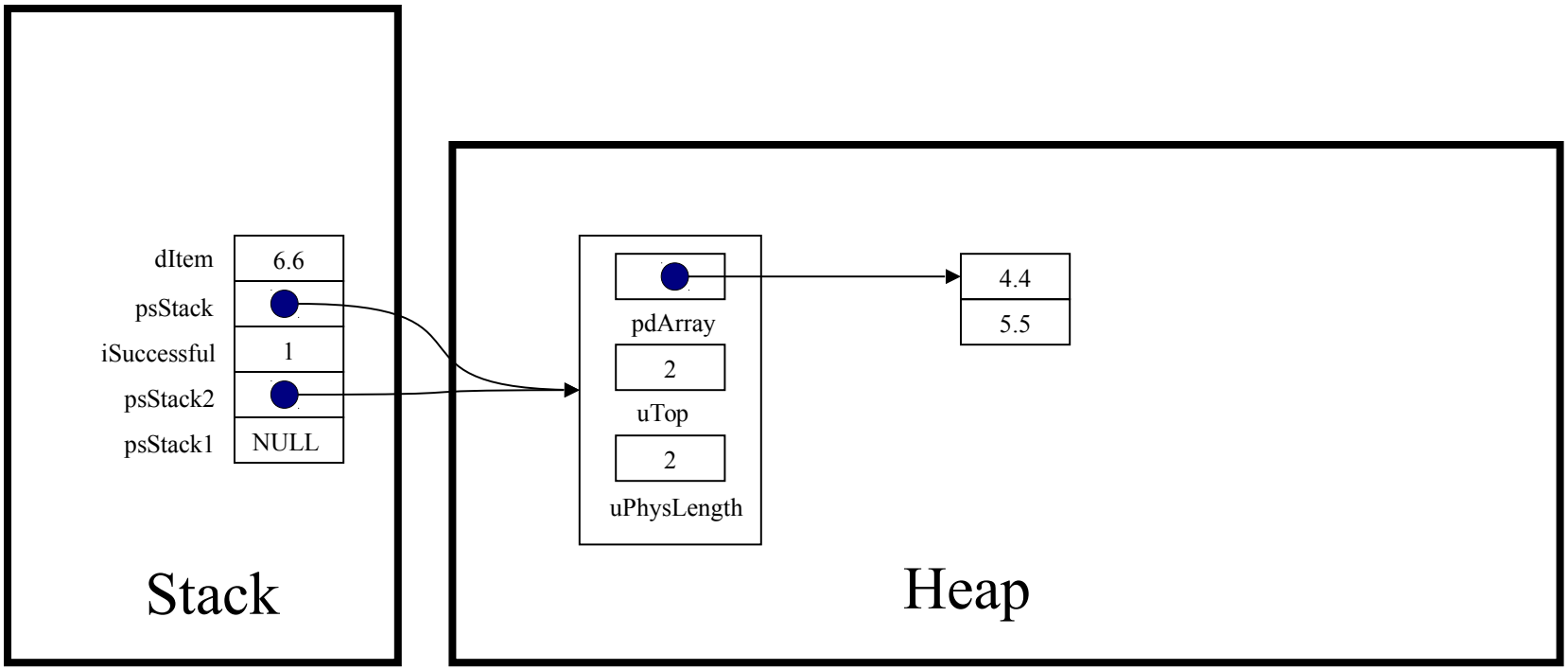
Trace of teststack (Version 1)

```
int Stack_push(struct Stack *psStack, double dItem)
```



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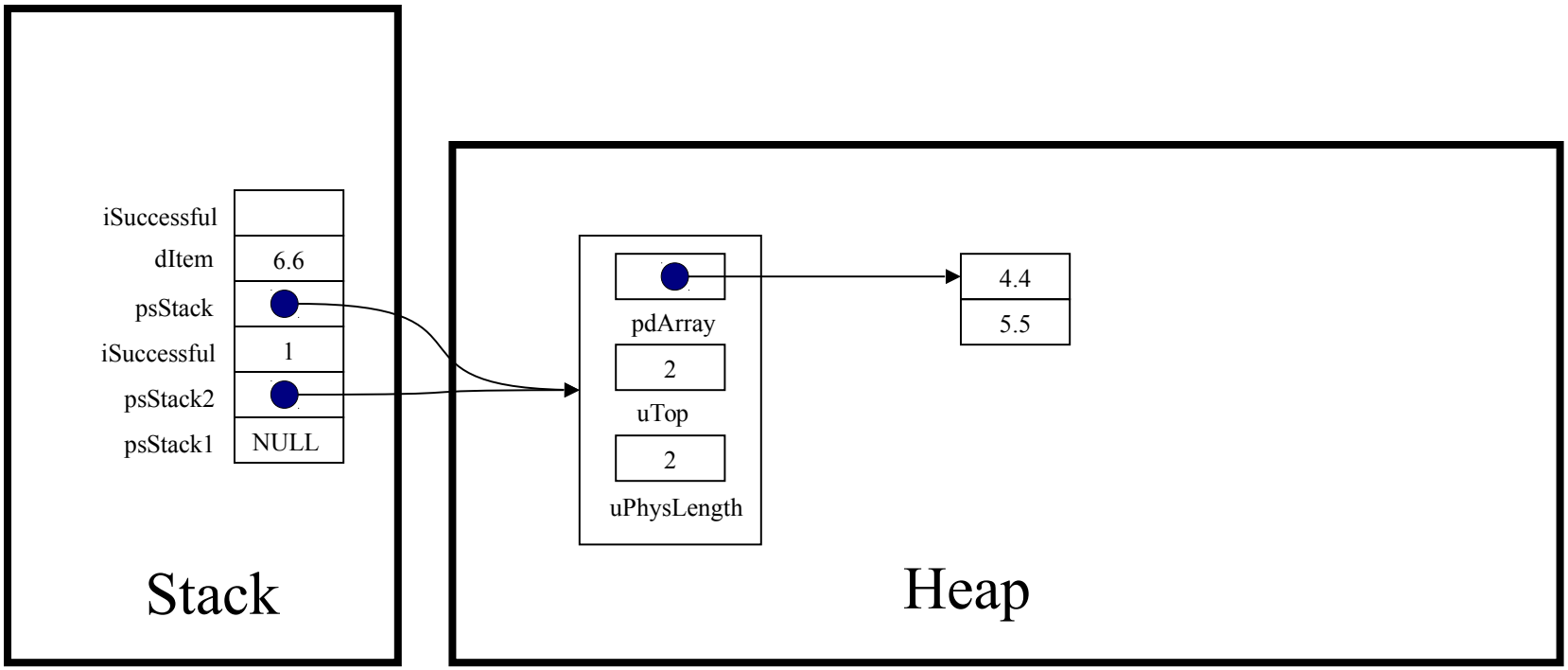
Trace of teststack (Version 1)

```
int iSuccessful;
```



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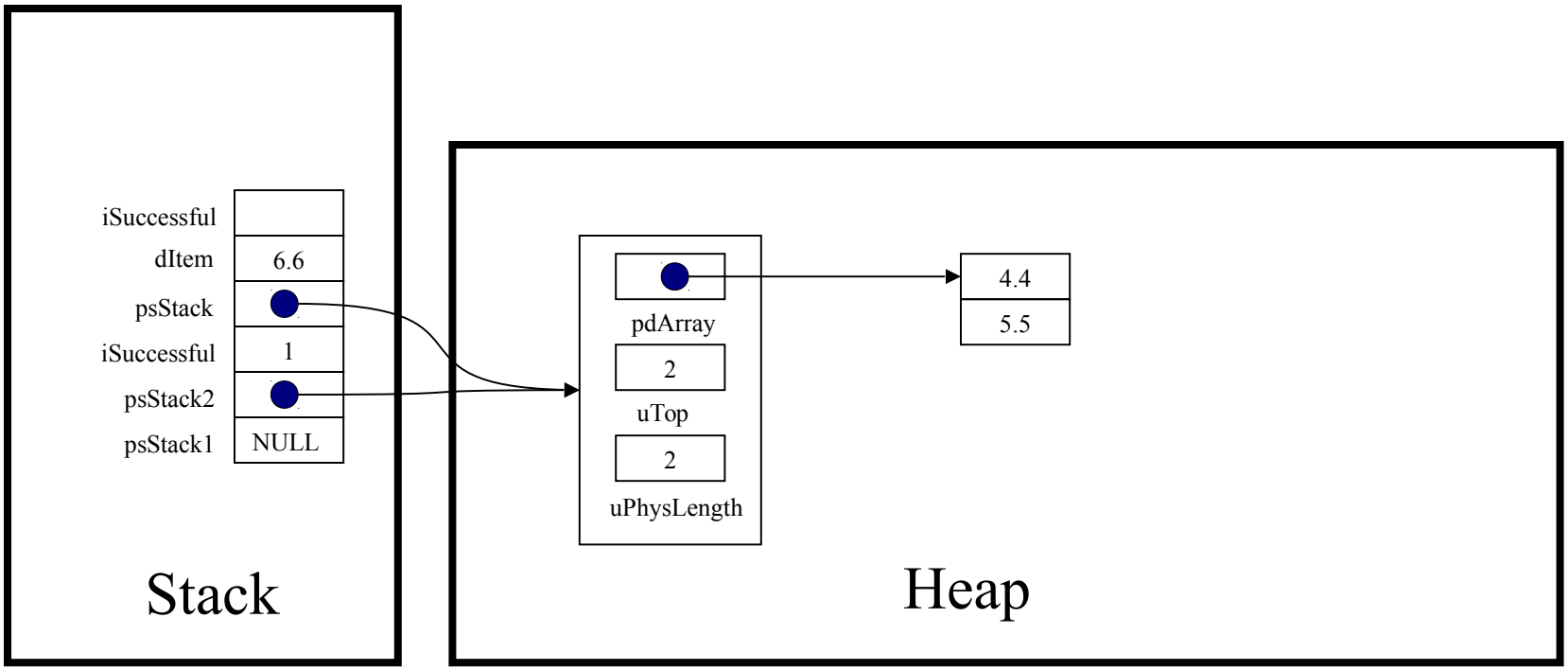
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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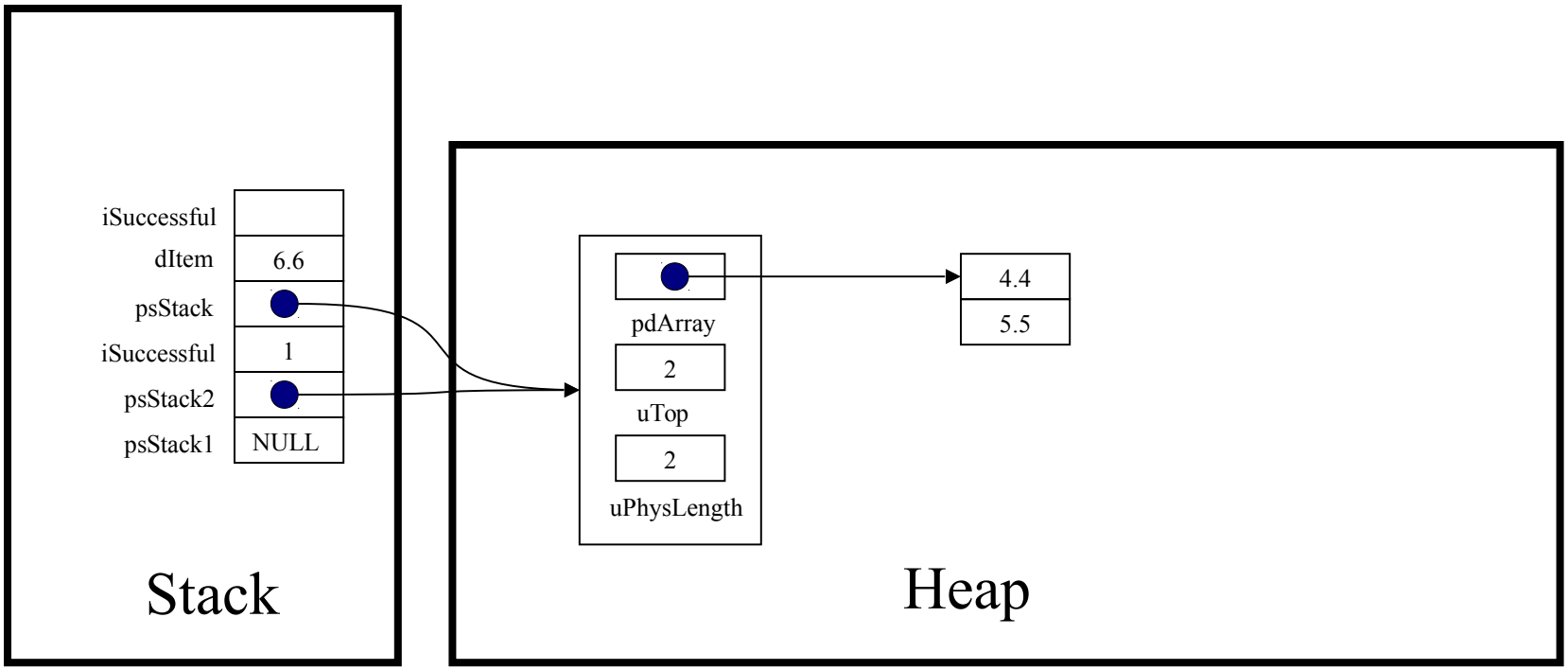
Trace of teststack (Version 1)

```
if (psStack->uTop == psStack->uPhysLength)
```



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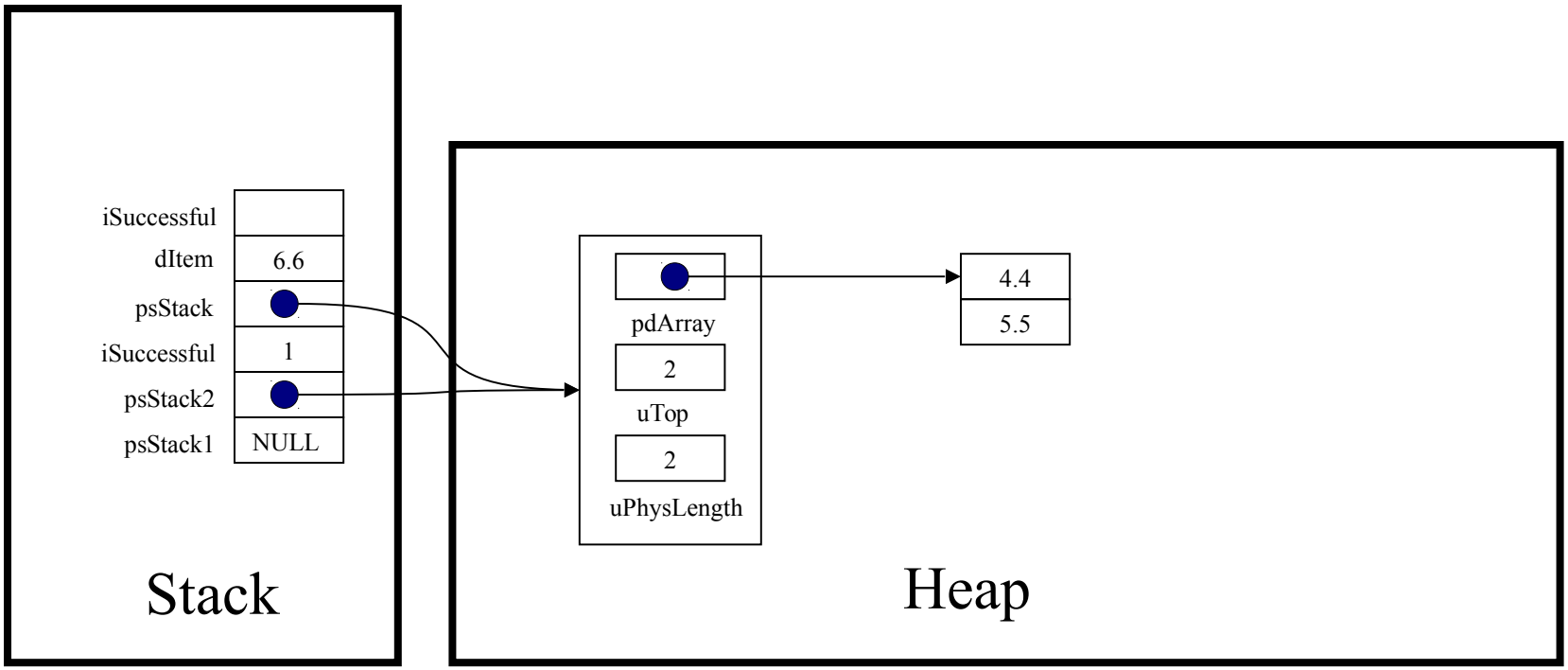
Trace of teststack (Version 1)

```
iSuccessful = Stack_grow(psStack);
```



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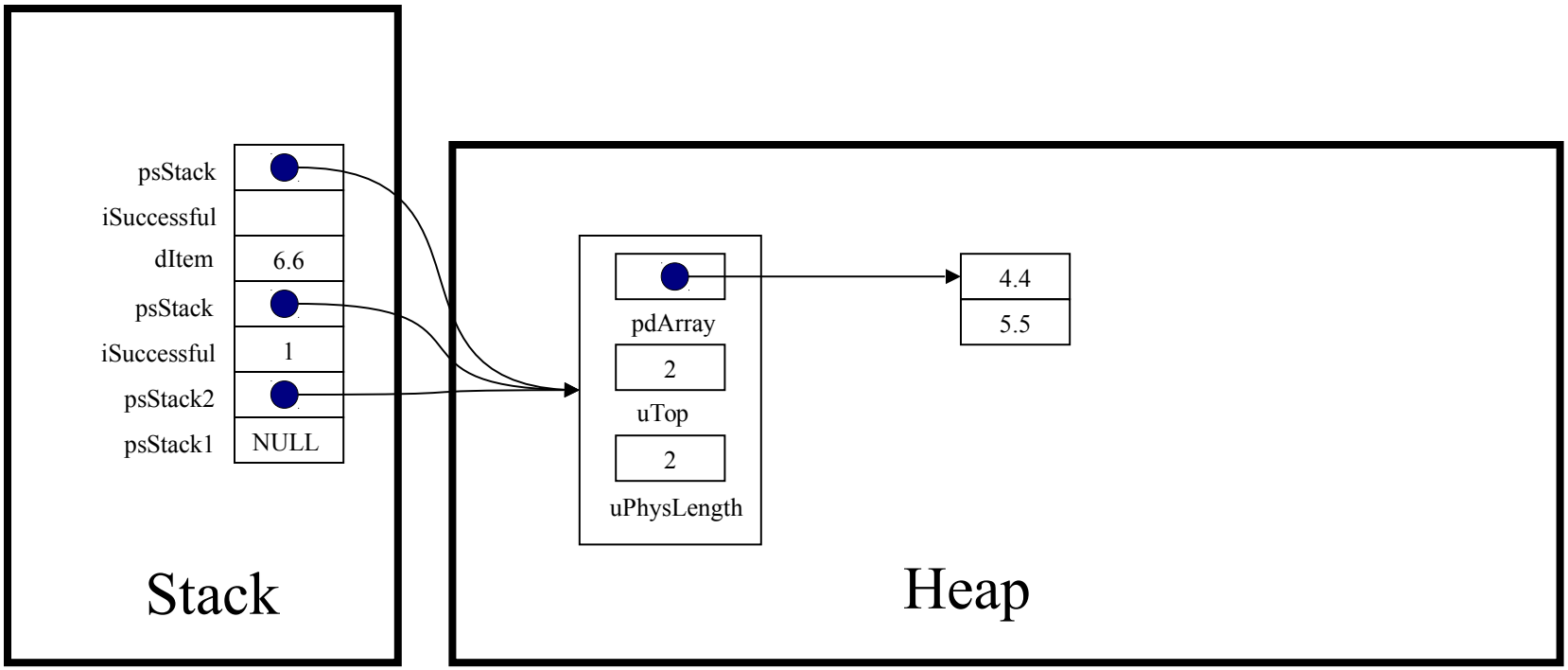
Trace of teststack (Version 1)

```
static int Stack_grow(struct Stack *psStack)
```



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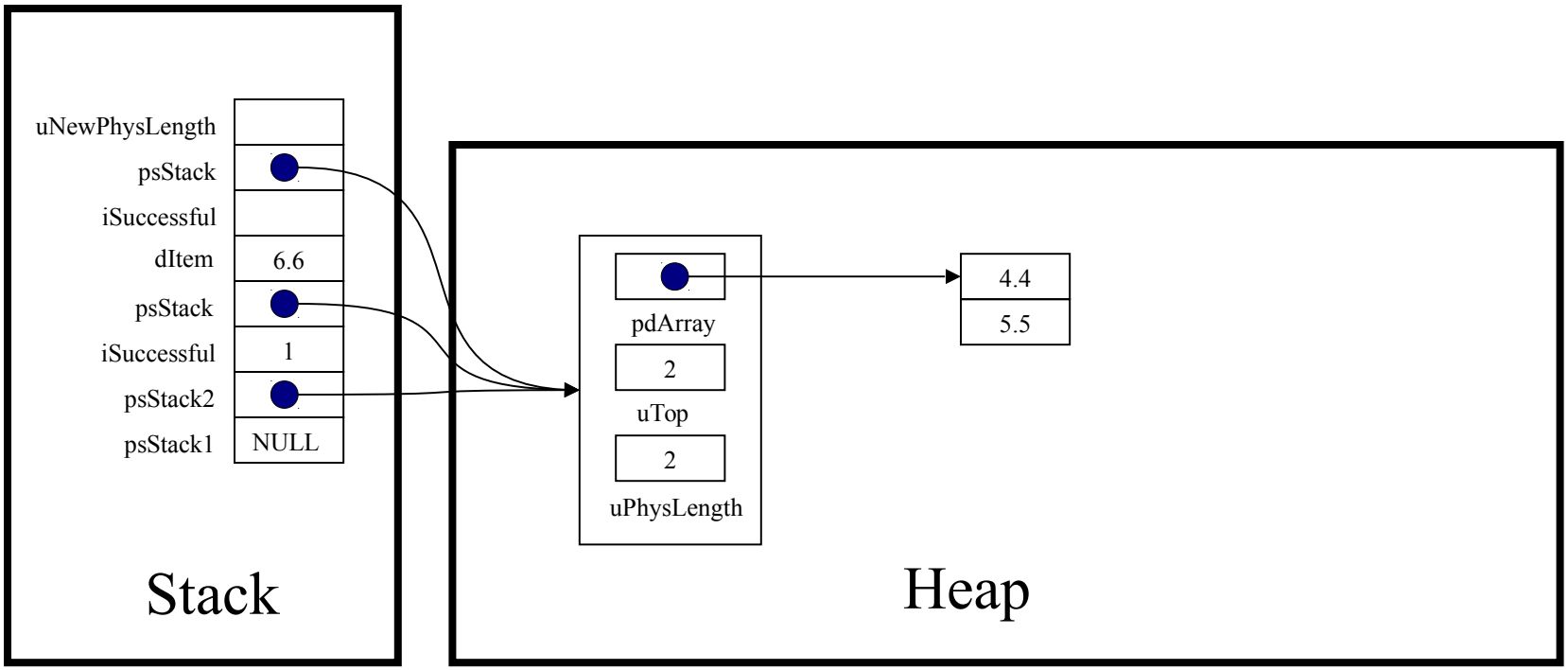
Trace of teststack (Version 1)

```
size_t uNewPhysLength;
```



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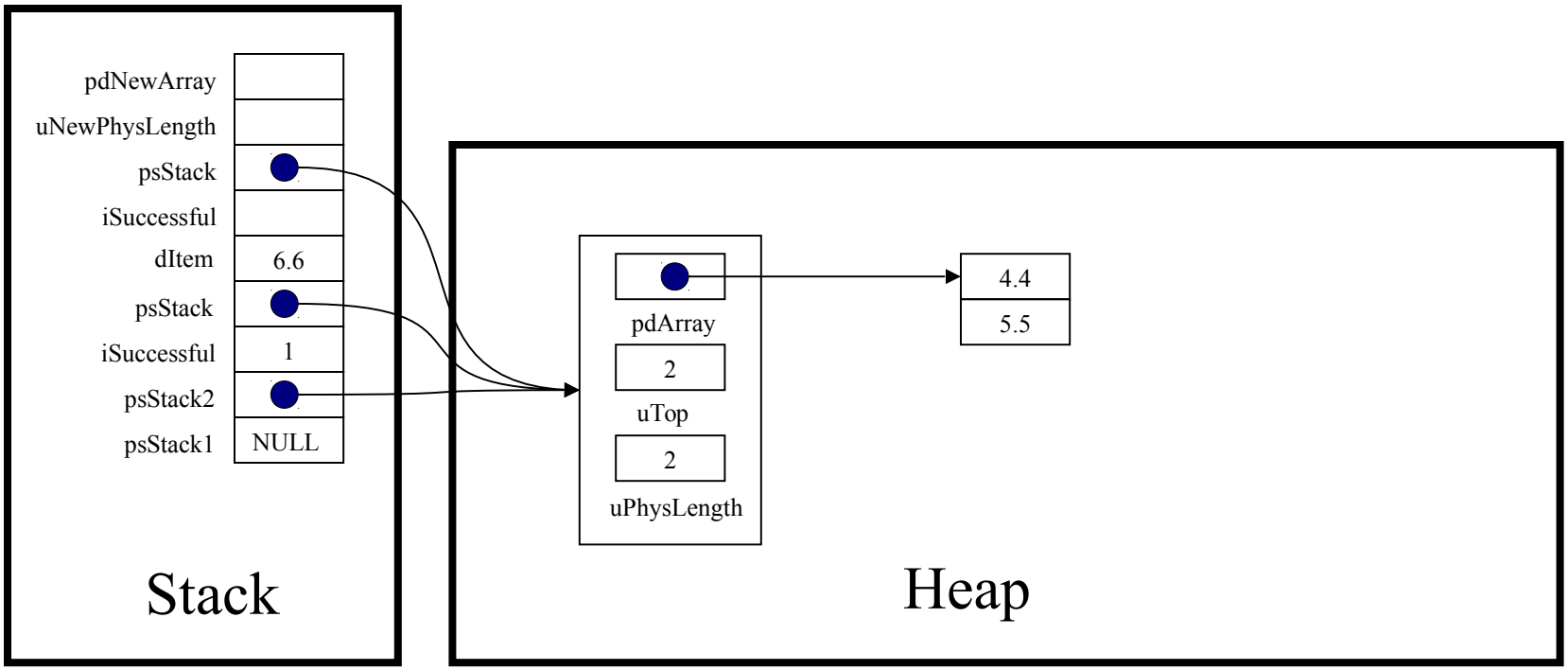
Trace of teststack (Version 1)

```
double *pdNewArray;
```



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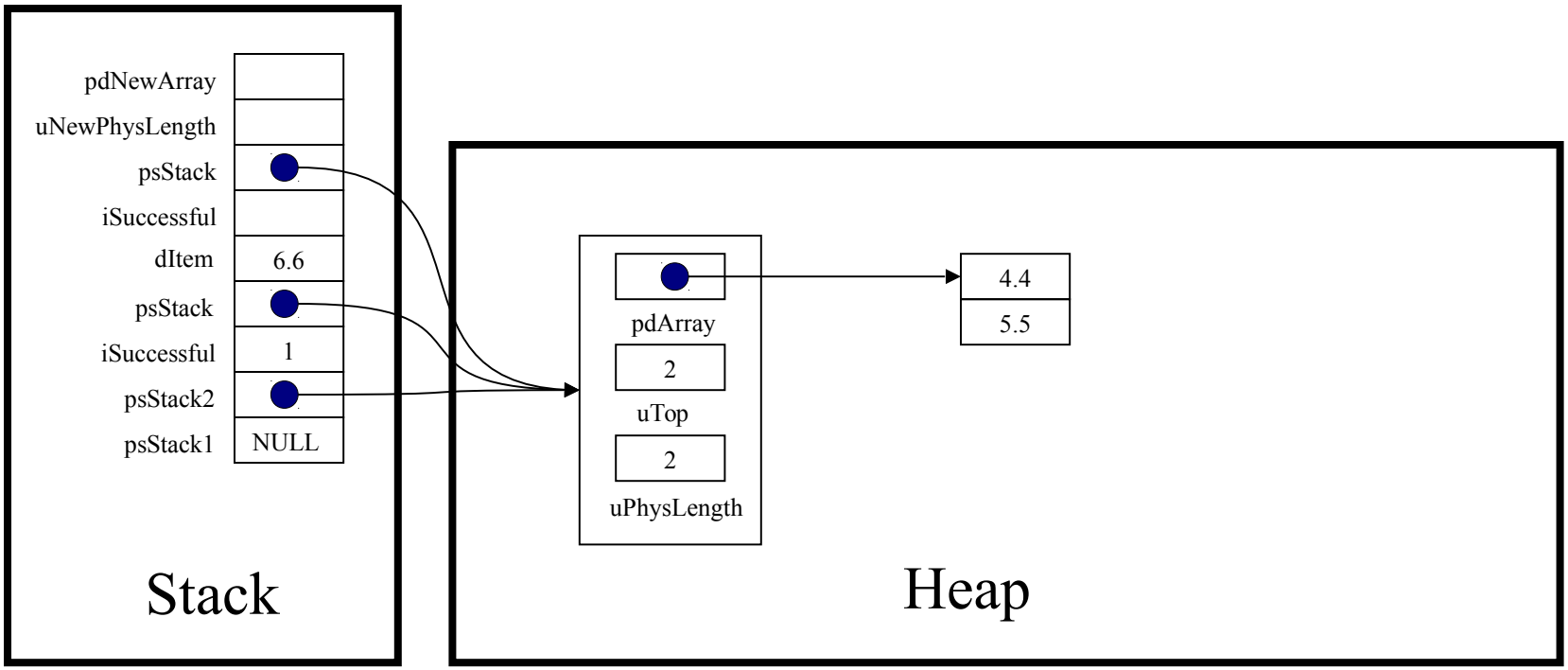
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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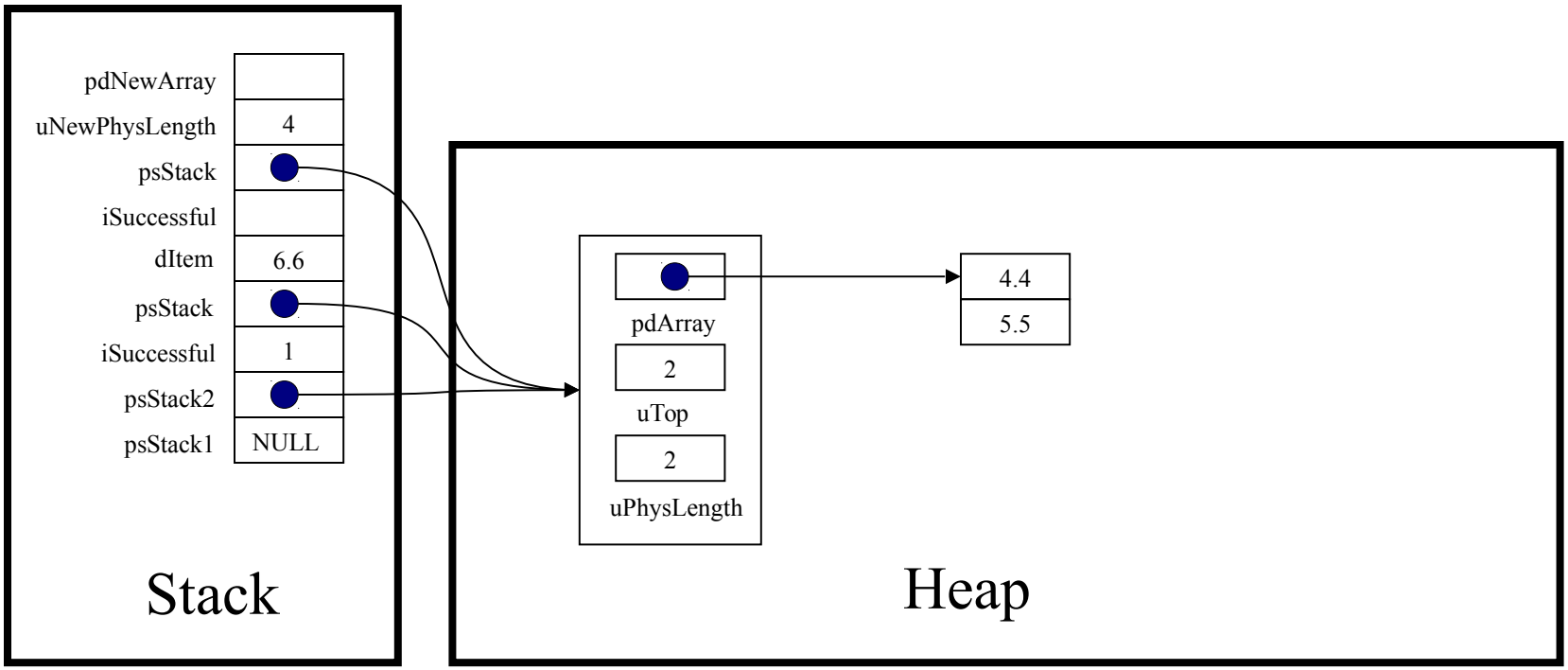
Trace of teststack (Version 1)

```
uNewPhysLength = GROWTH_FACTOR * pcStack->uPhysLength;
```



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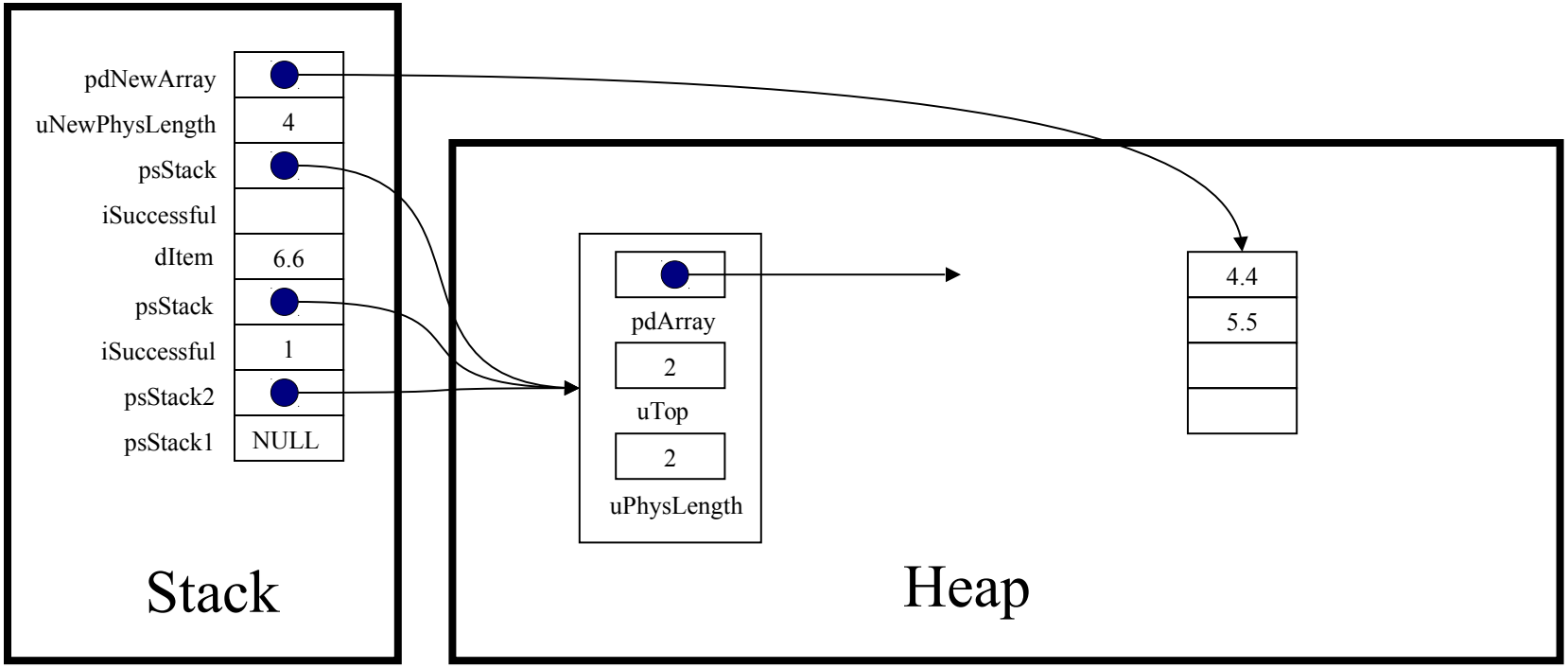
Trace of teststack (Version 1)

```
pdNewArray = (double*)
   realloc(psStack->pdArray, sizeof(double) * uNewPhysLength);
```



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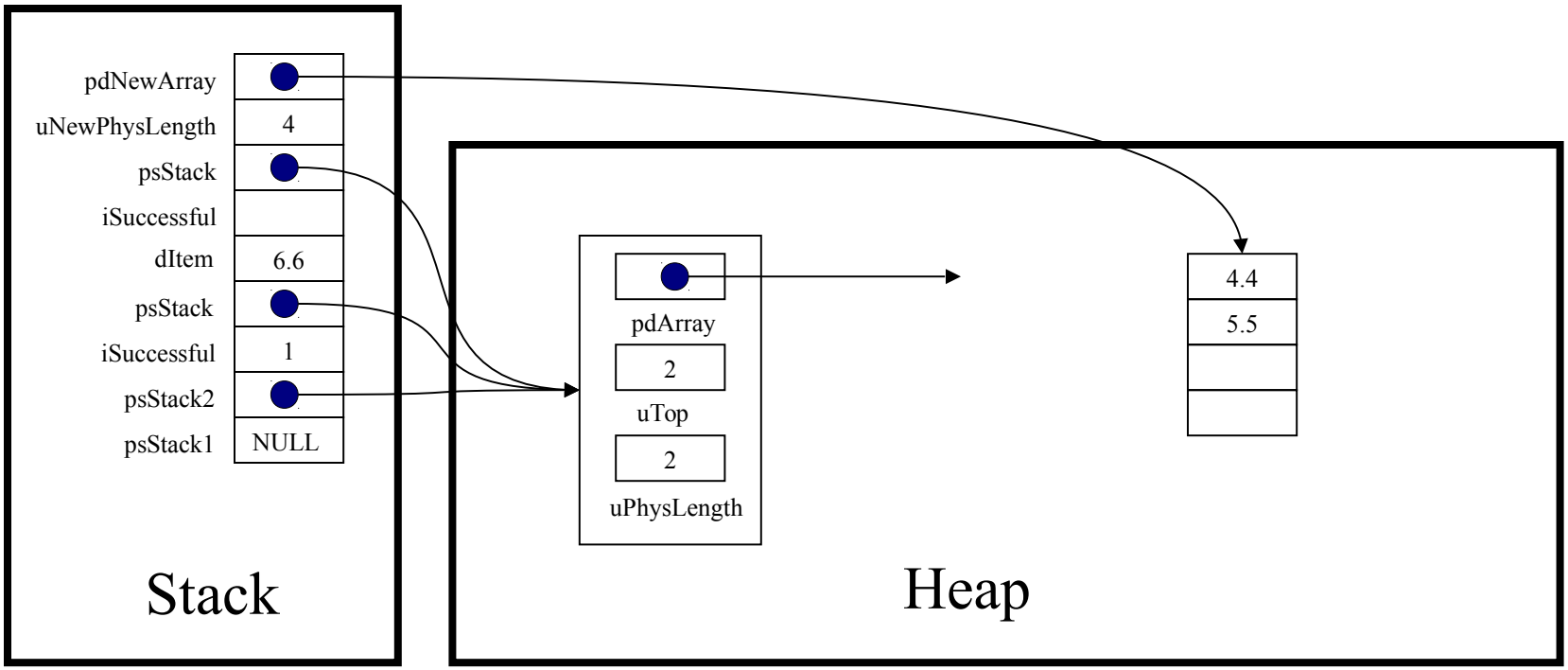
Trace of teststack (Version 1)

```
if (pdNewArray == NULL)
   return 0;
```



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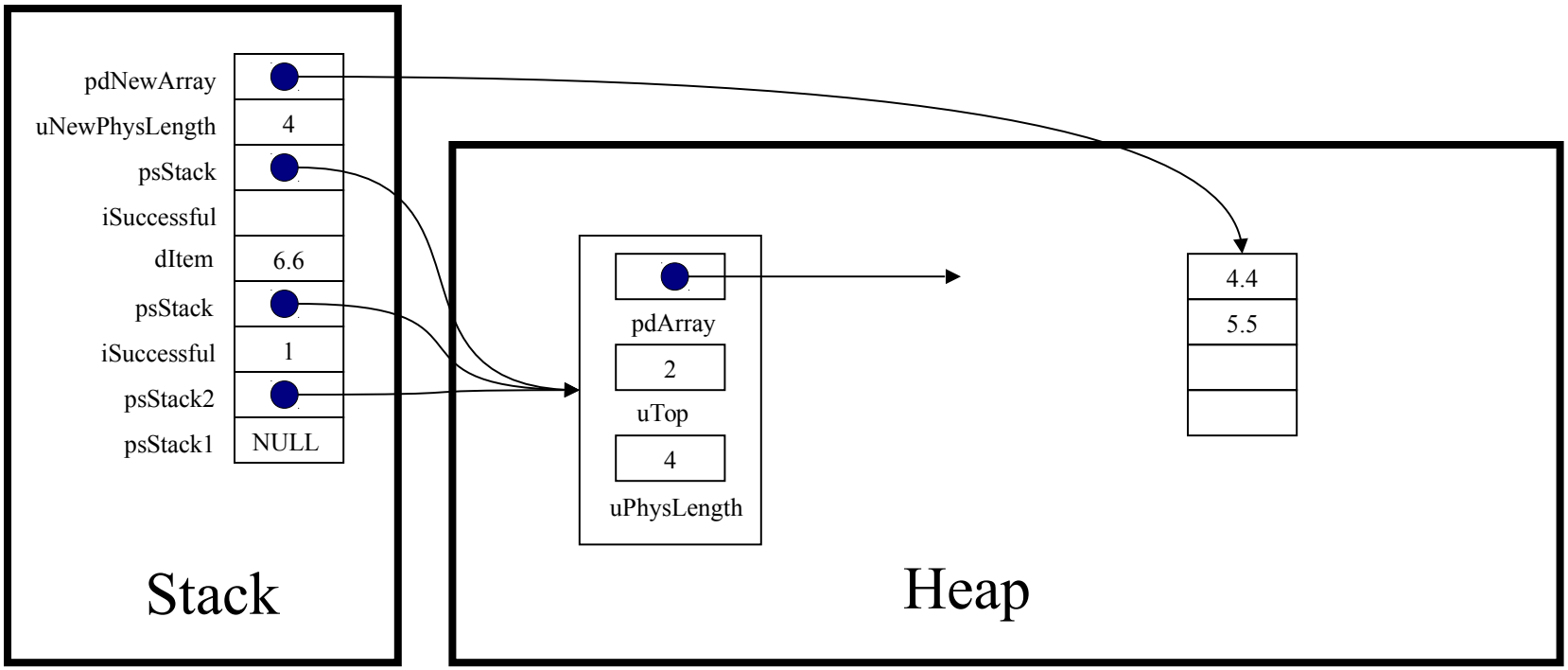
Trace of teststack (Version 1)

```
psStack->uPhysLength = uNewPhysLength;
```



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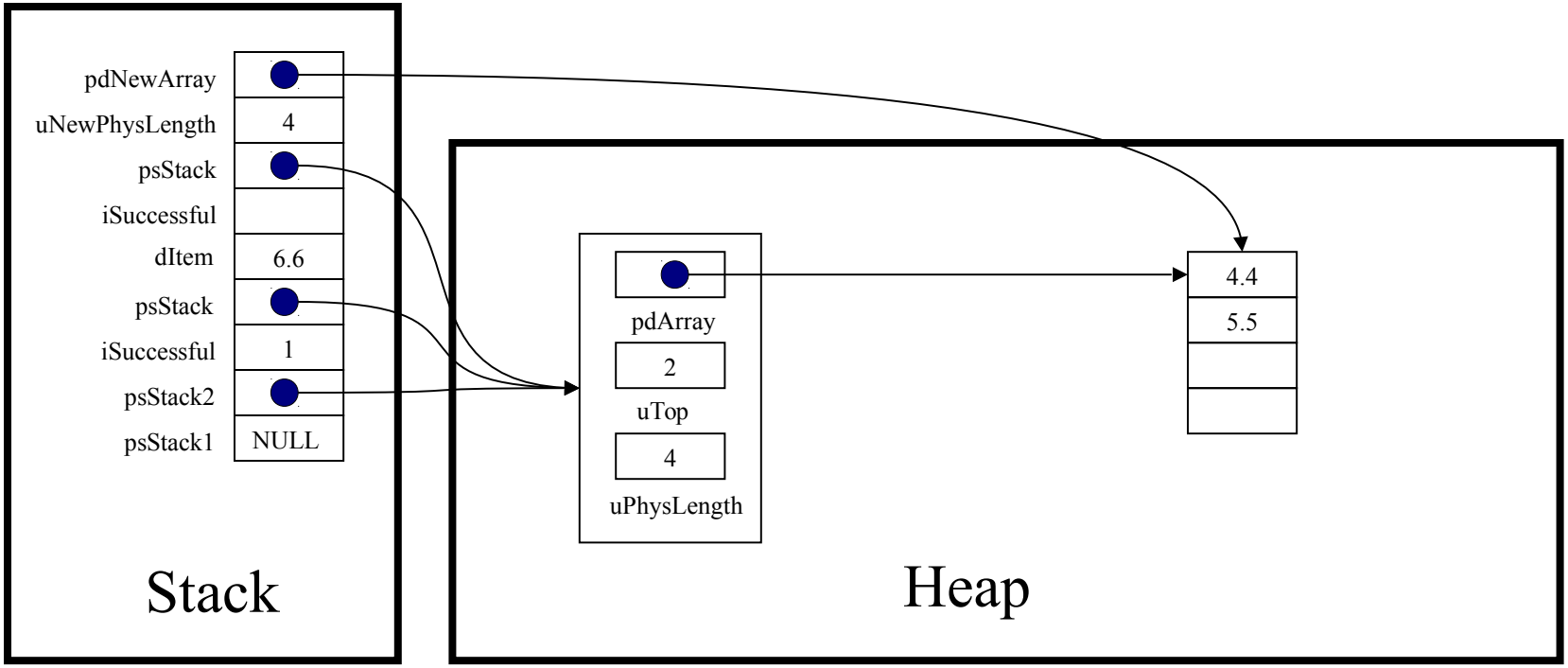
Trace of teststack (Version 1)

```
psStack->pdArray = pdNewArray;
```



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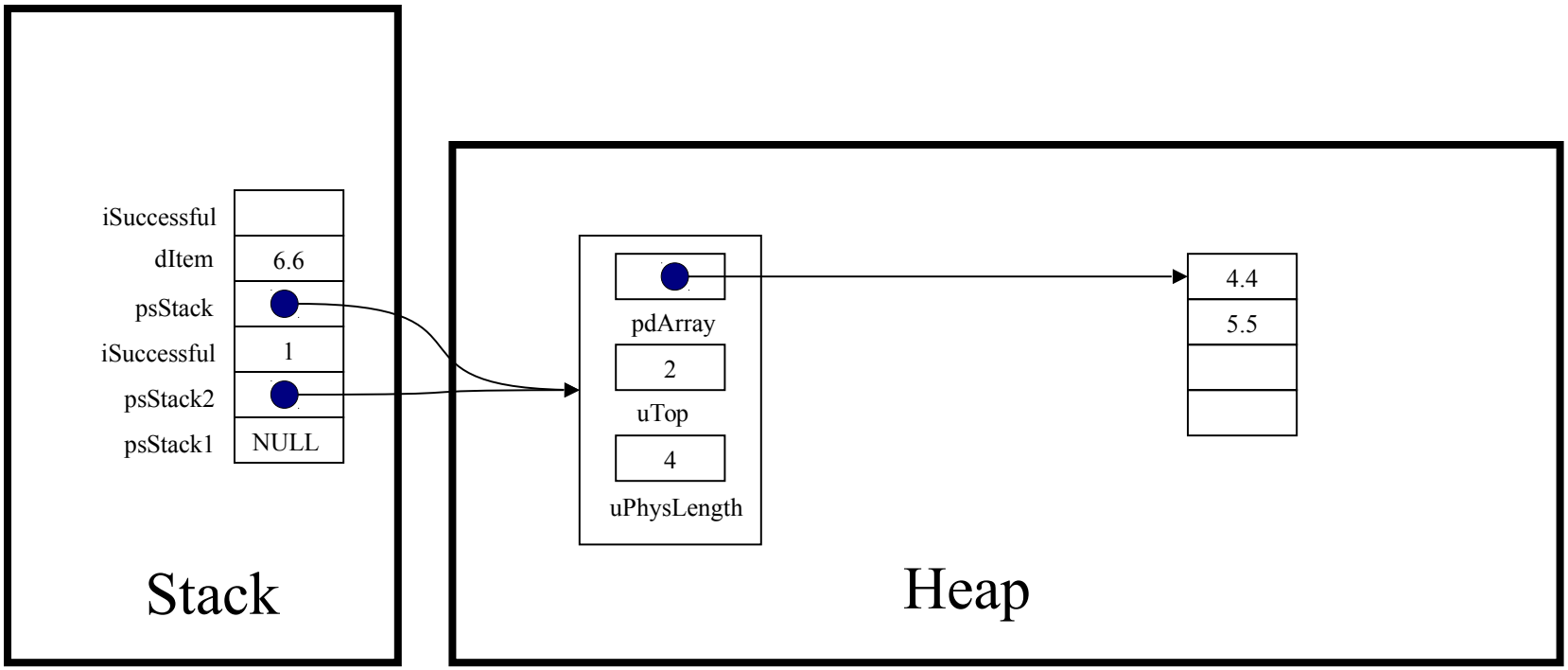
Trace of teststack (Version 1)

```
return 1;
```



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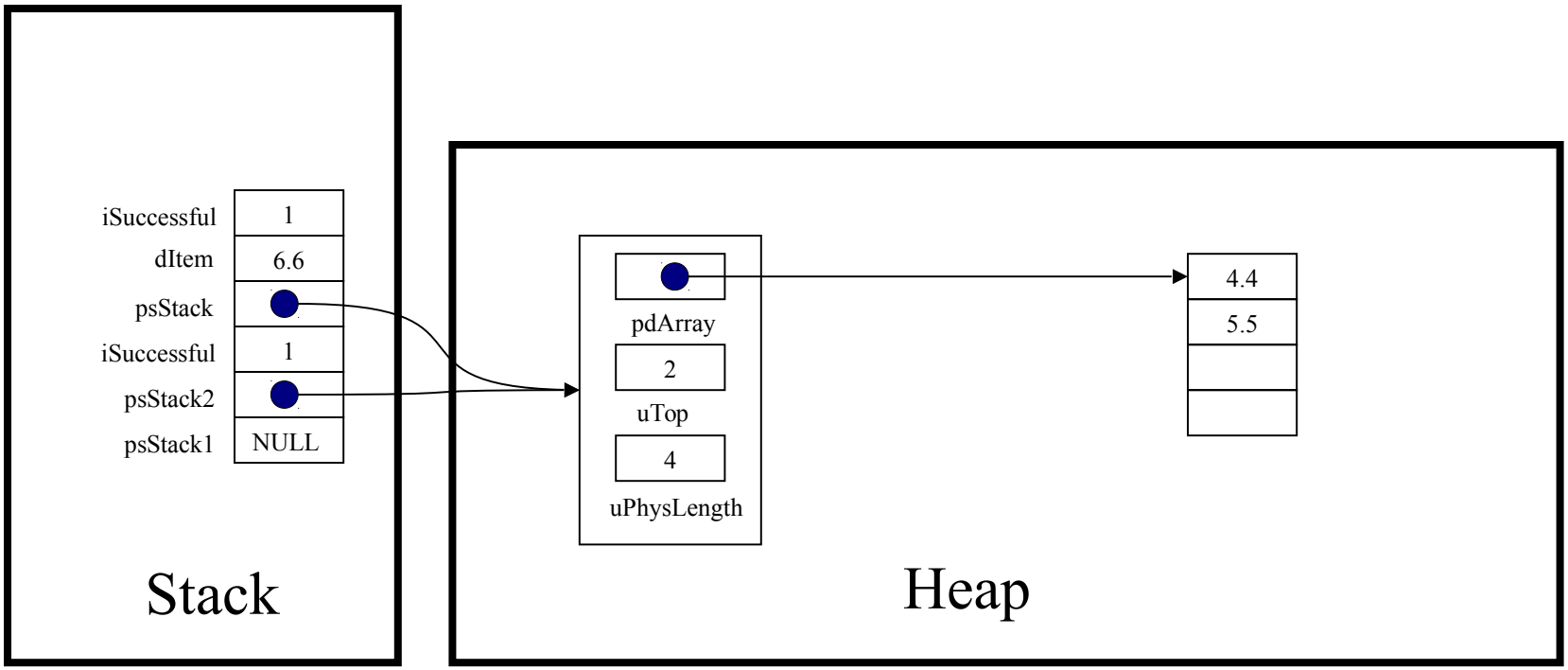
Trace of teststack (Version 1)

```
iSuccessful = Stack_grow(psStack);
```



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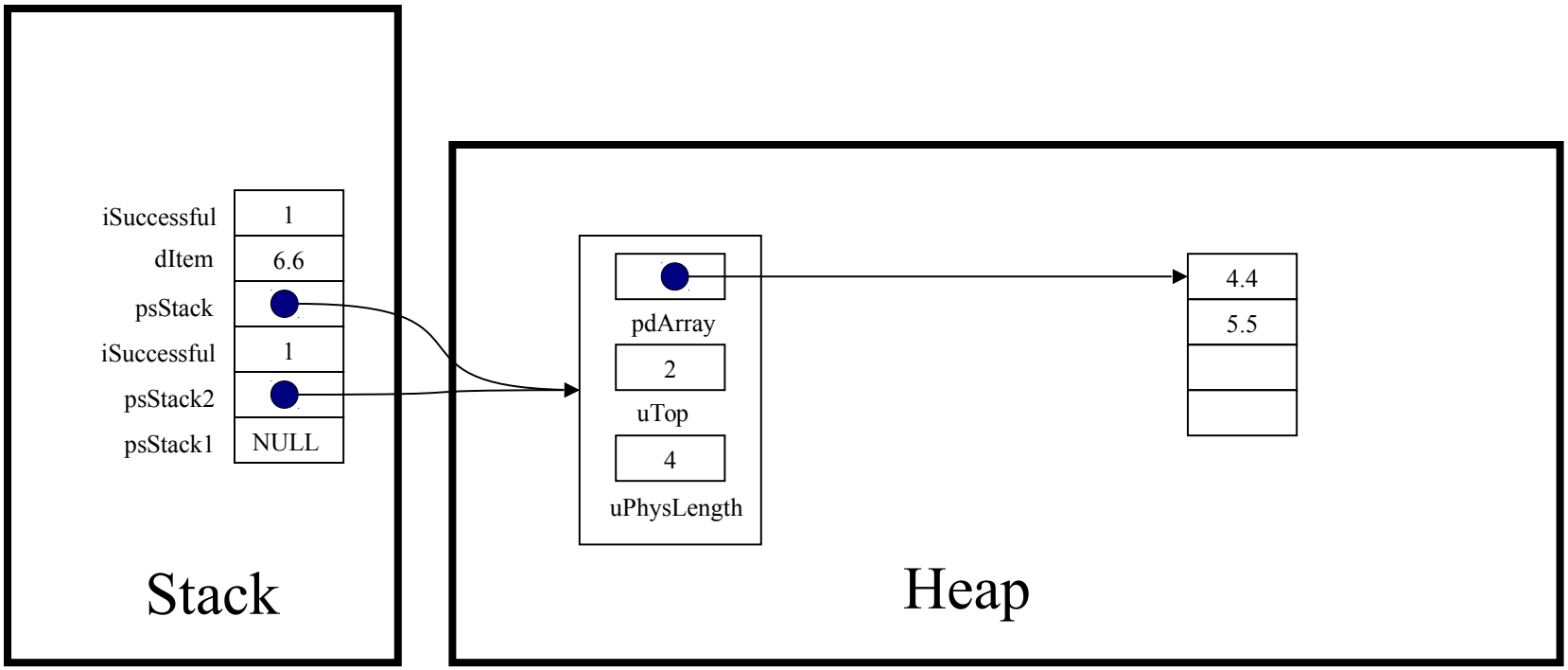
Trace of teststack (Version 1)

```
if (! iSuccessful)
   return 0;
```



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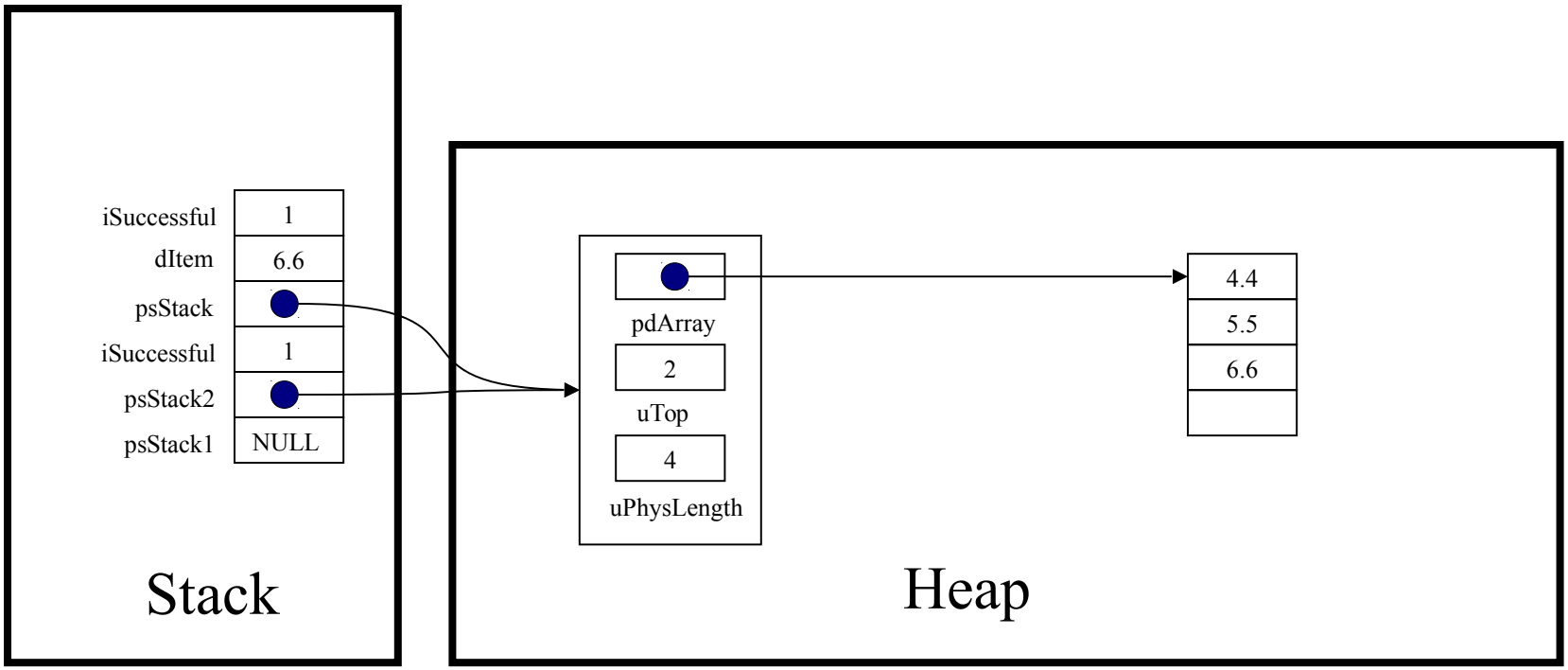
Trace of teststack (Version 1)

```
(psStack→pdArray)[psStack->uTop] = dItem;
```



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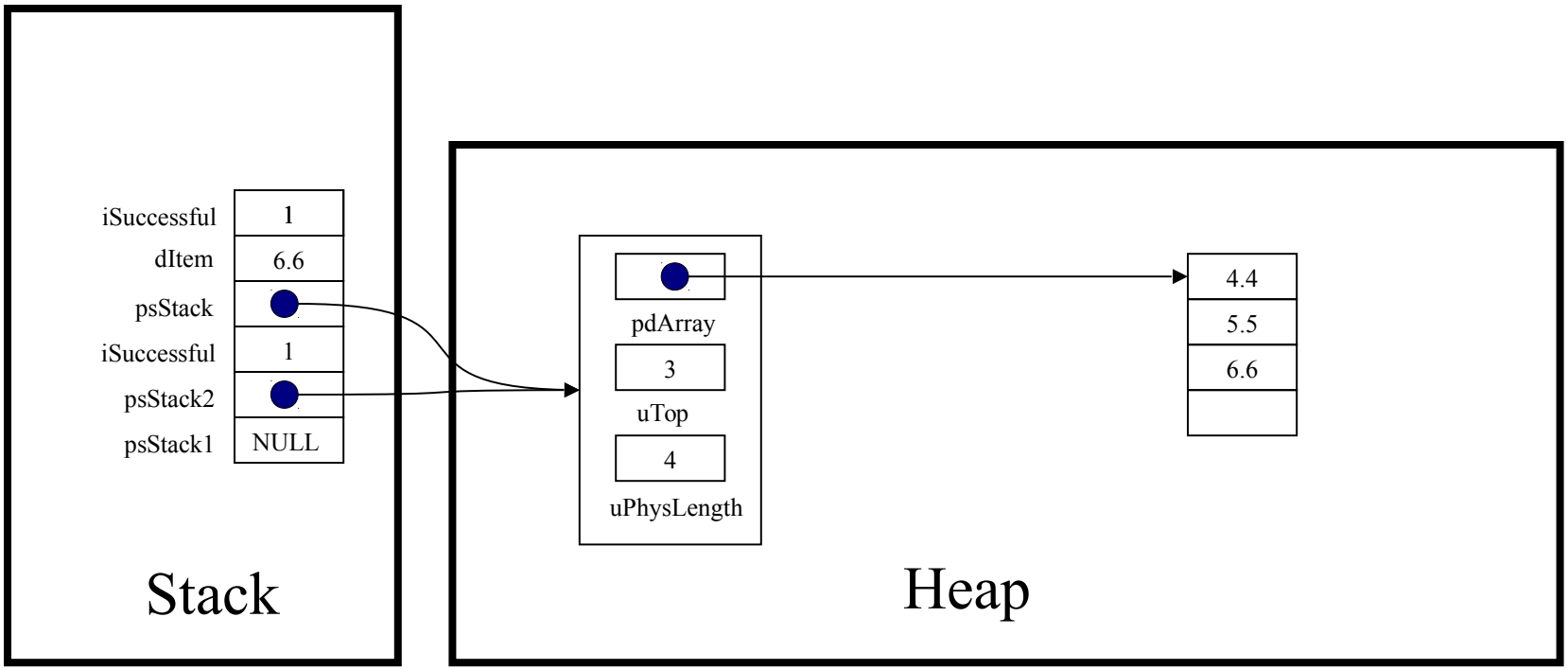
Trace of teststack (Version 1)

```
(psStack->uTop)++;
```



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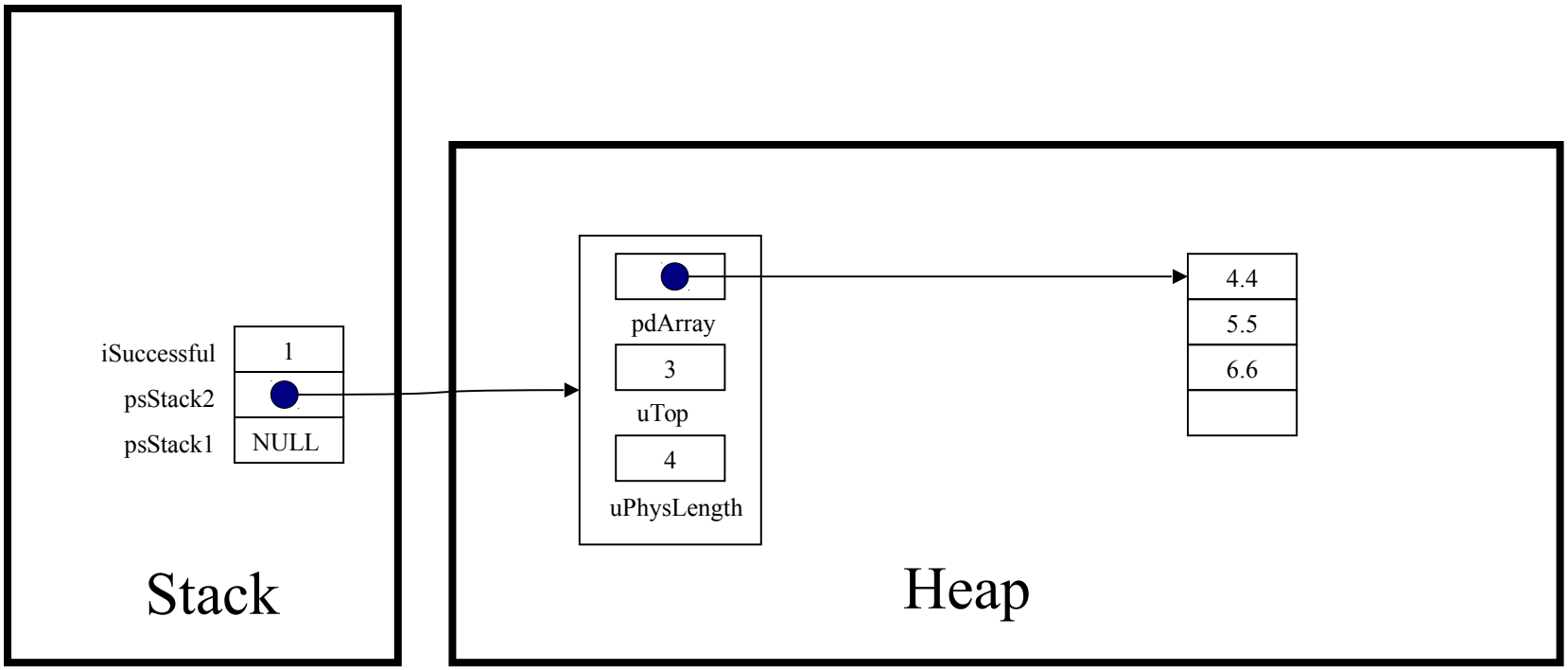
Trace of teststack (Version 1)

```
return 1;
```



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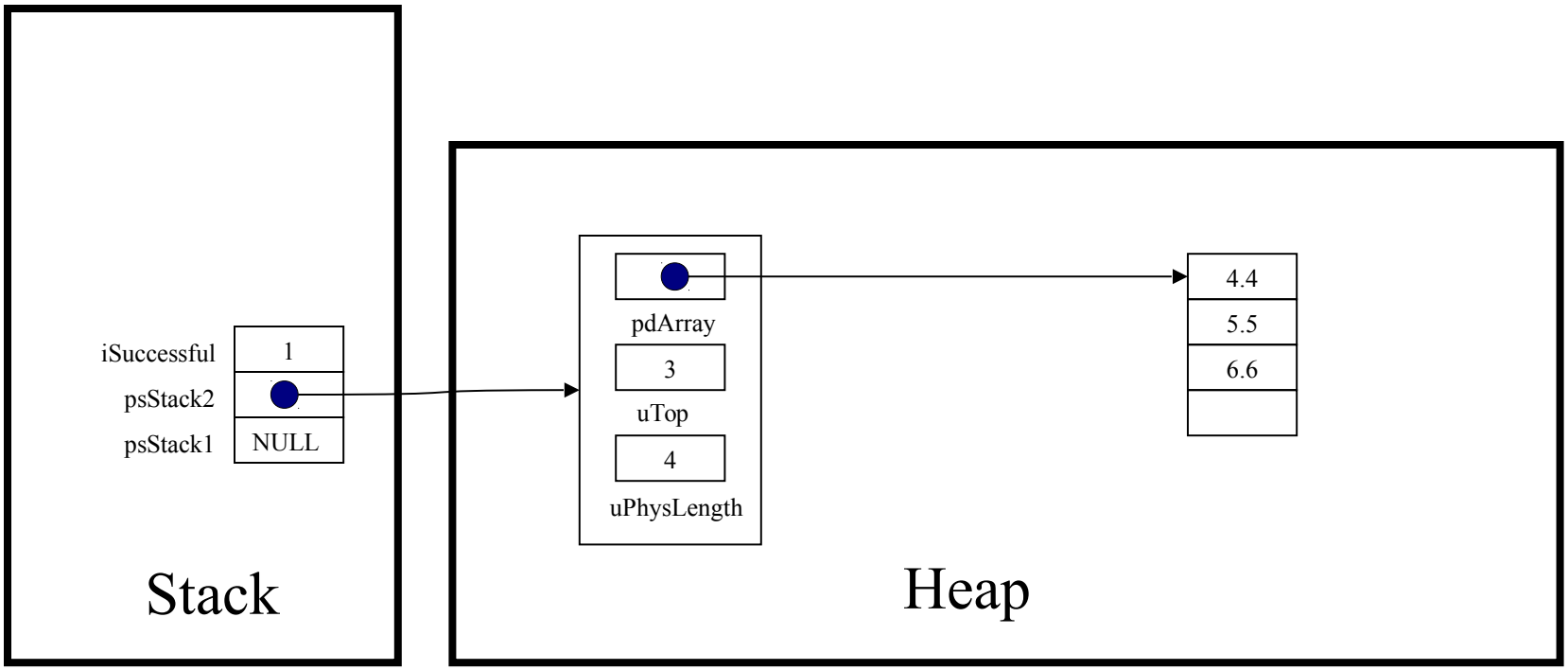
Trace of teststack (Version 1)

```
iSuccessful = Stack_push(psStack2, 6.6);
```



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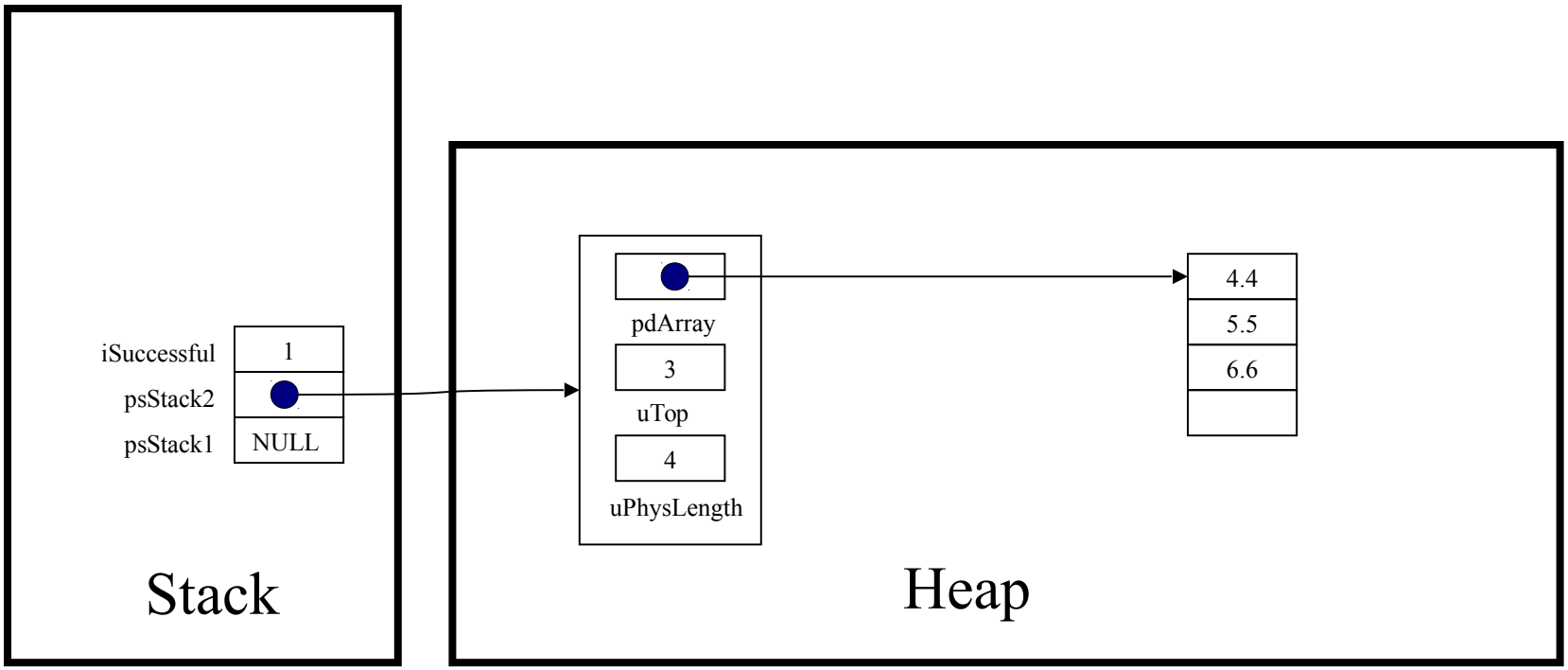
Trace of teststack (Version 1)

```
if (! iSuccessful) handleMemoryError();
```



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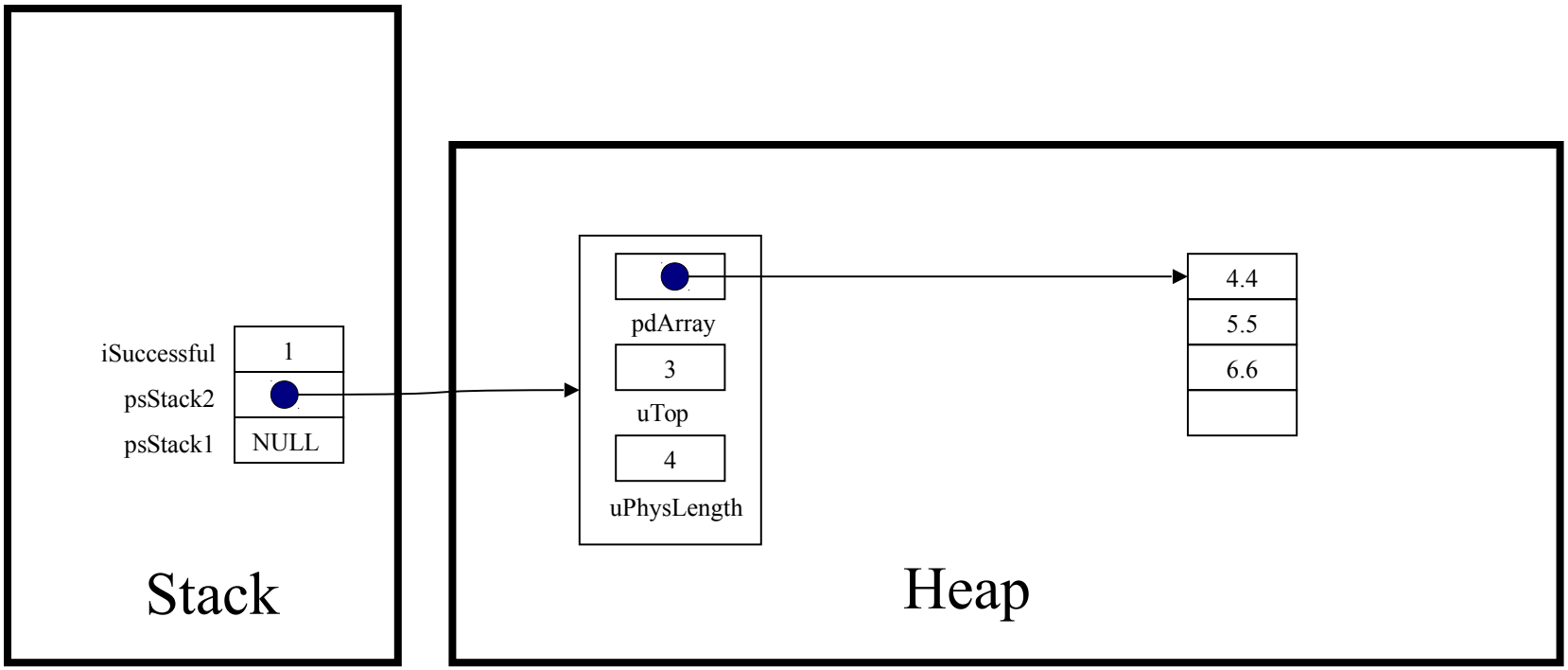
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack2))
   ...
```



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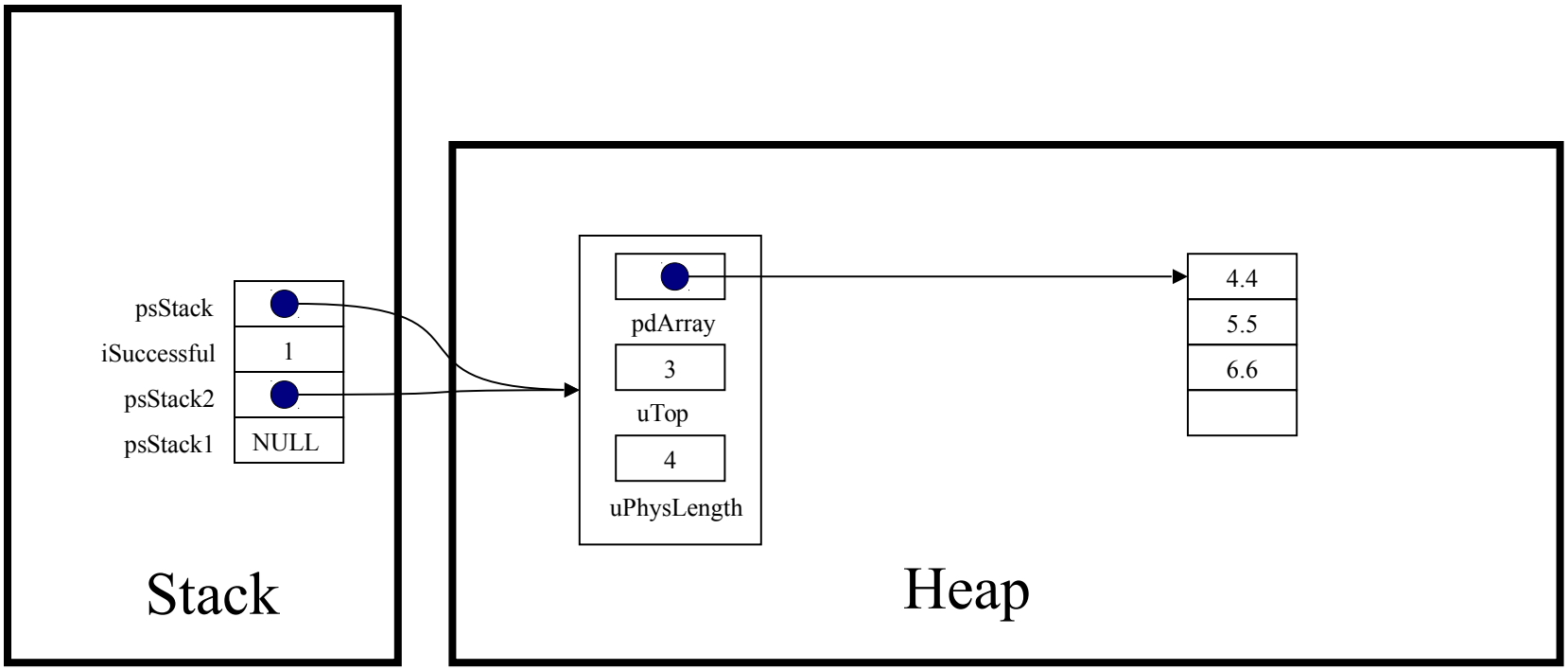
Trace of teststack (Version 1)

```
int Stack_isEmpty(struct Stack *psStack)
```



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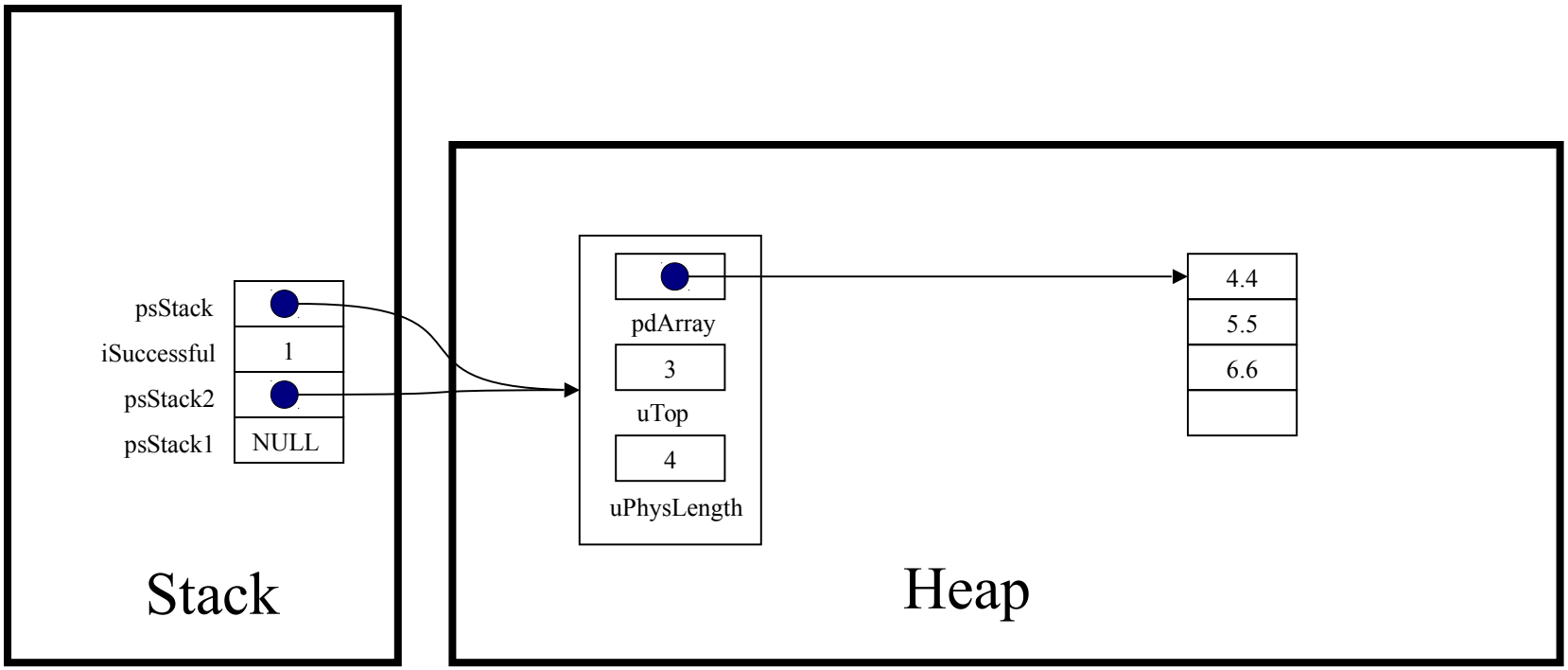
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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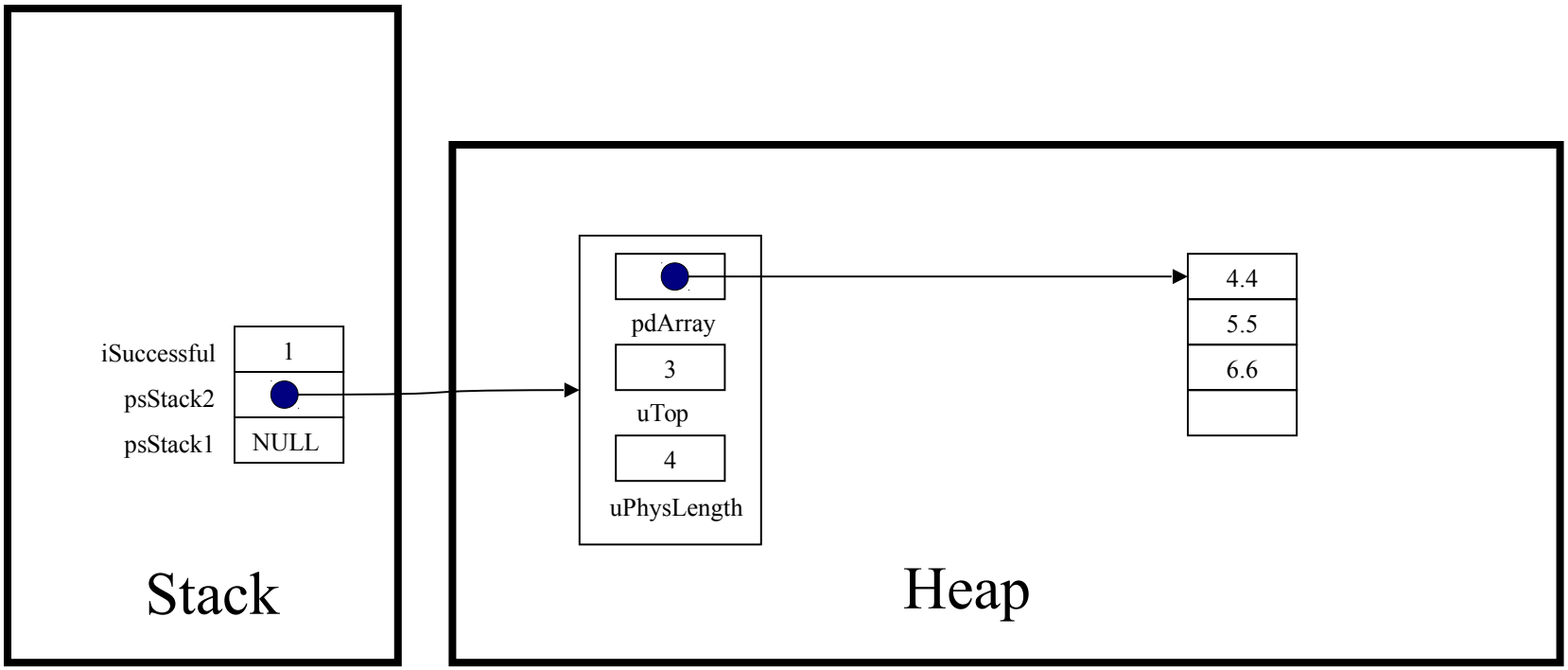
Trace of teststack (Version 1)

```
return psStack->uTop == 0;
```



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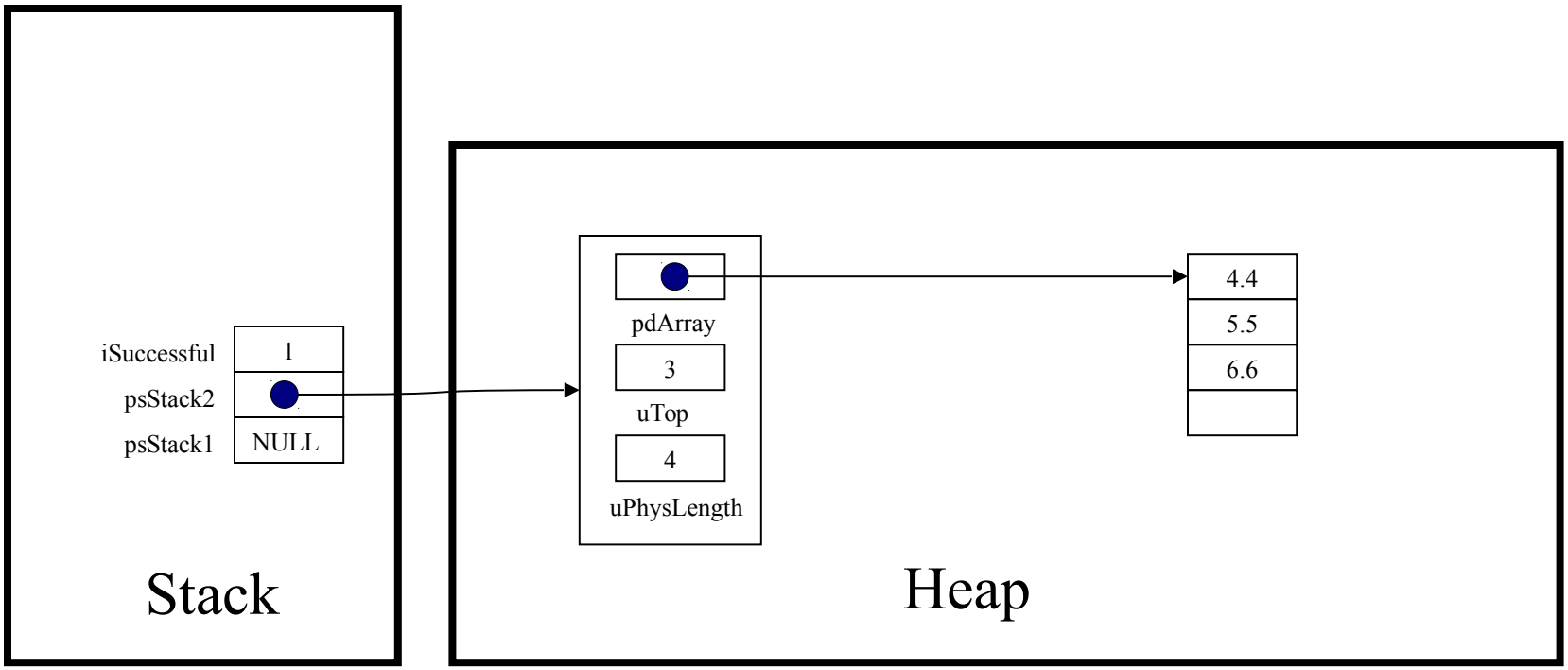
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack2))
```



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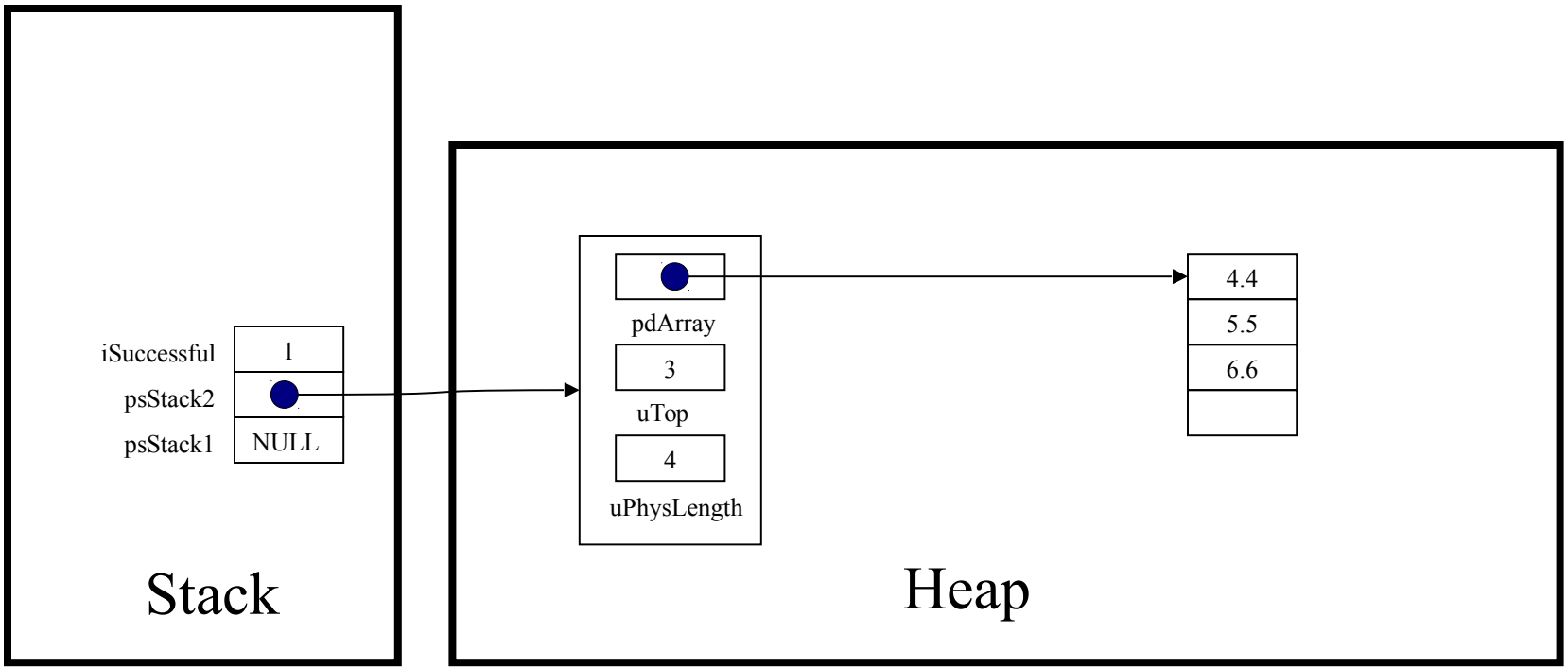
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack2));
```



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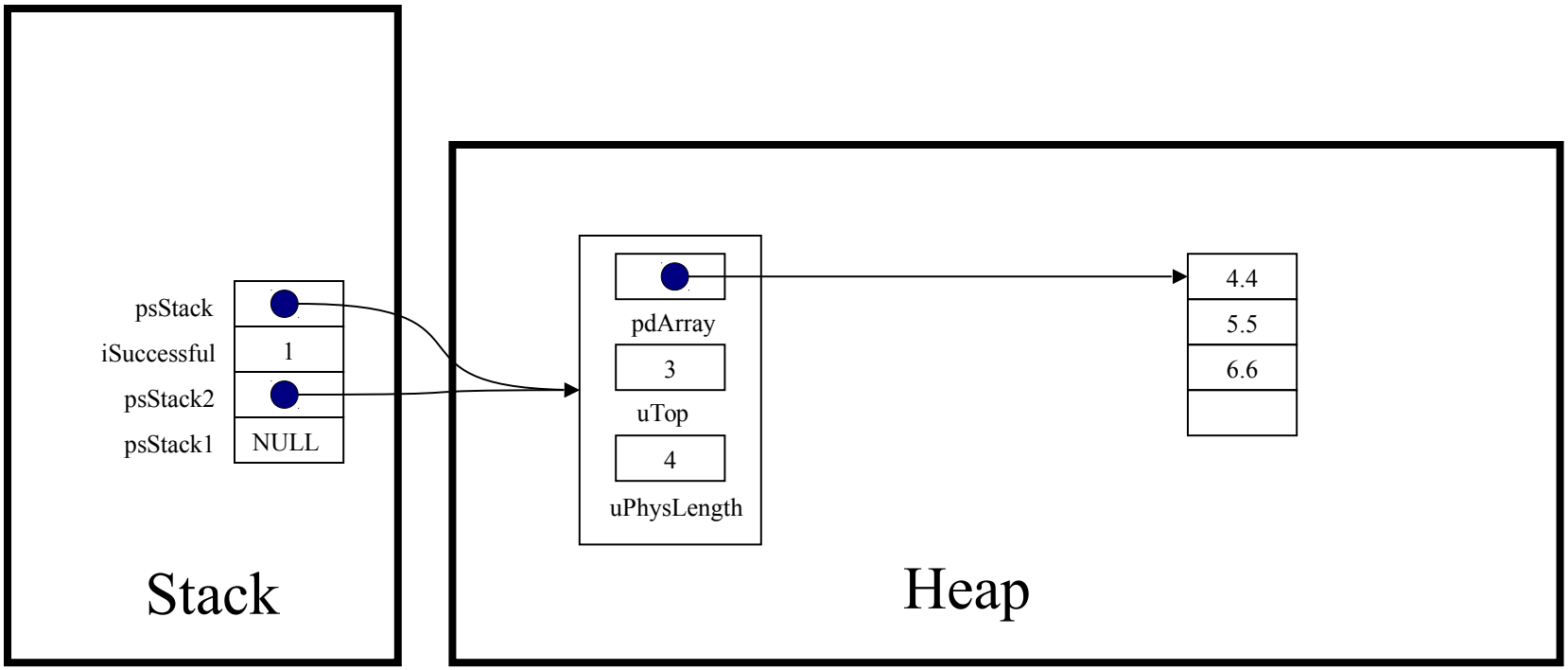
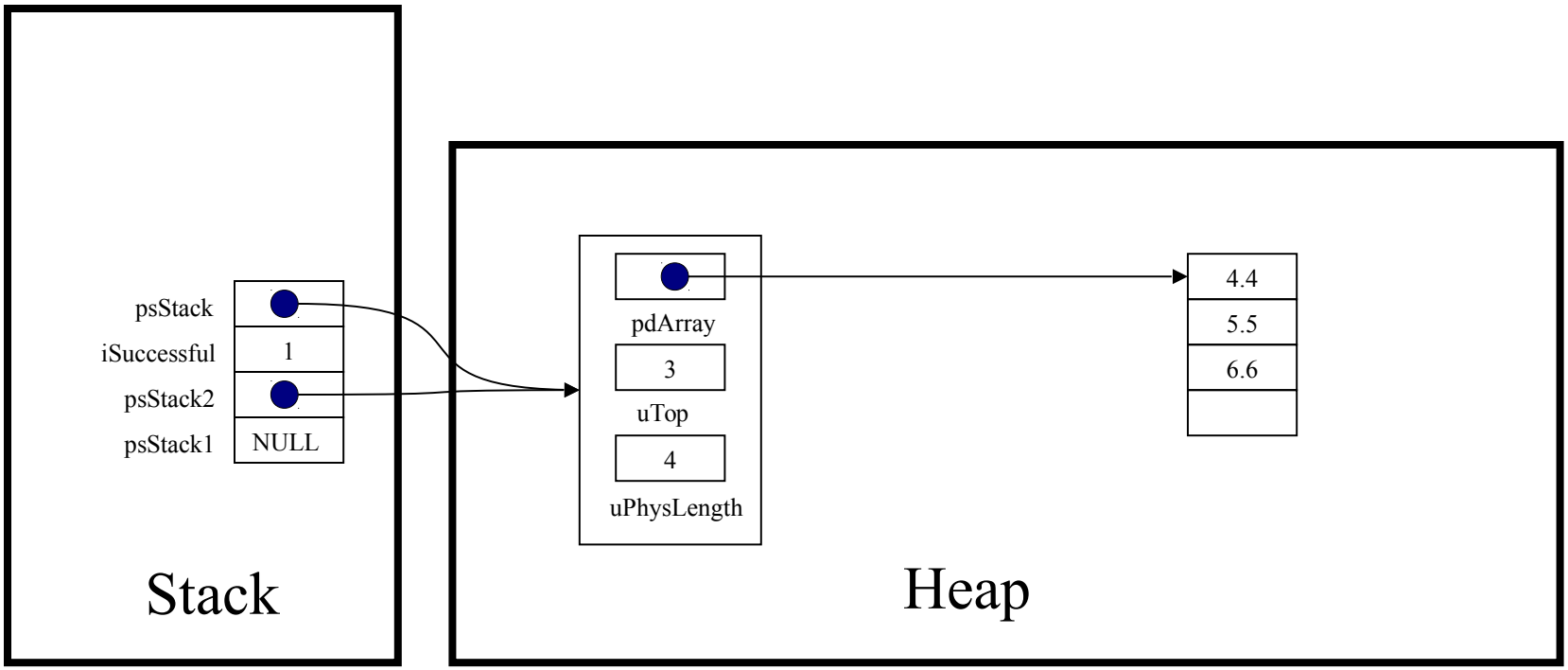
Trace of teststack (Version 1)

```
double Stack_pop(struct Stack *psStack)
```



Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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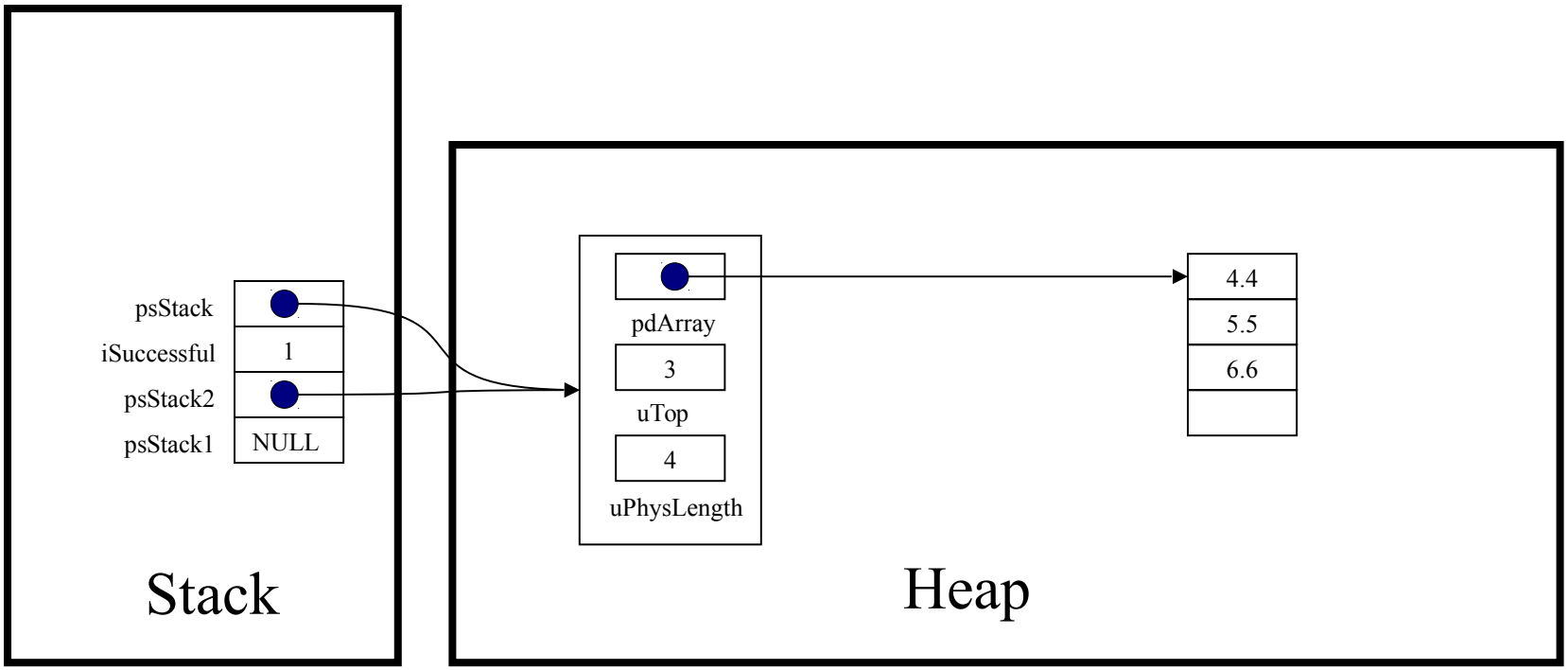
Trace of teststack (Version 1)

```
assert(psStack->uTop > 0);
```



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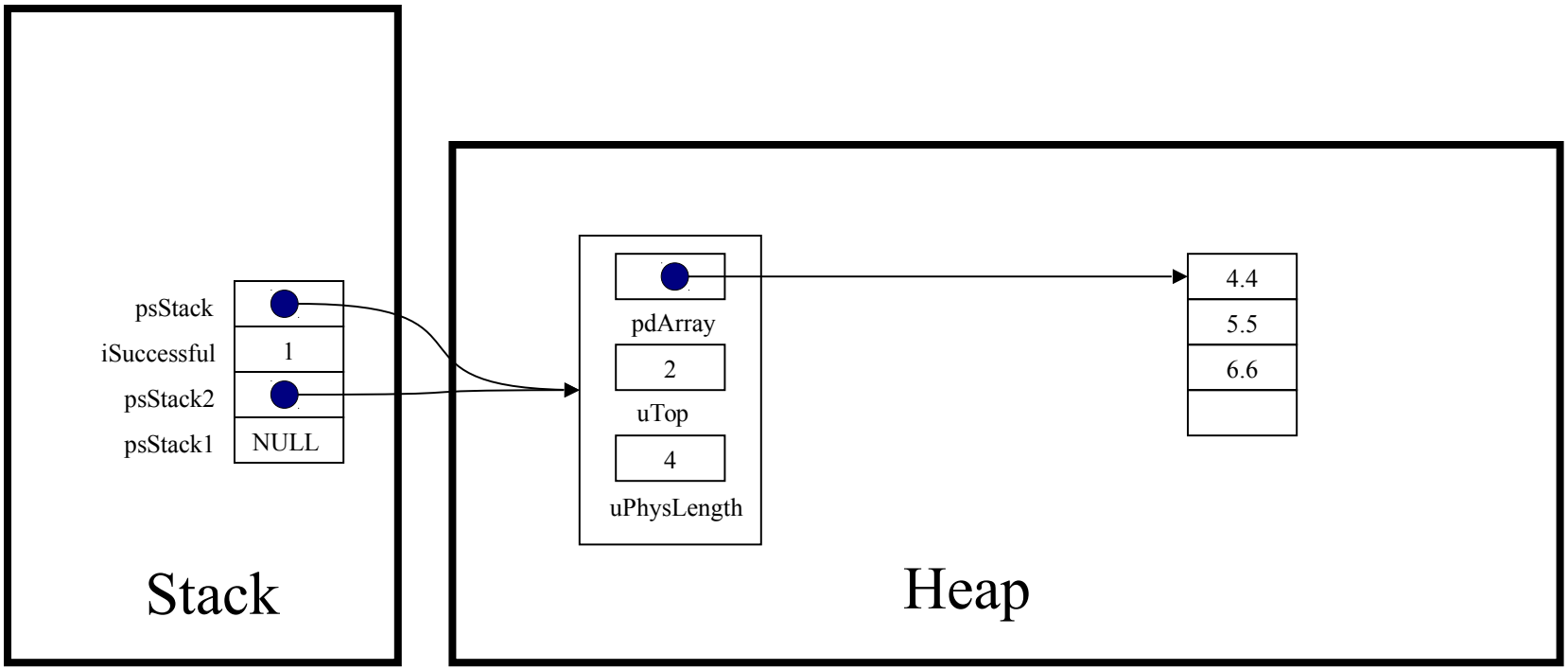
Trace of teststack (Version 1)

```
(psStack->uTop)--;
```



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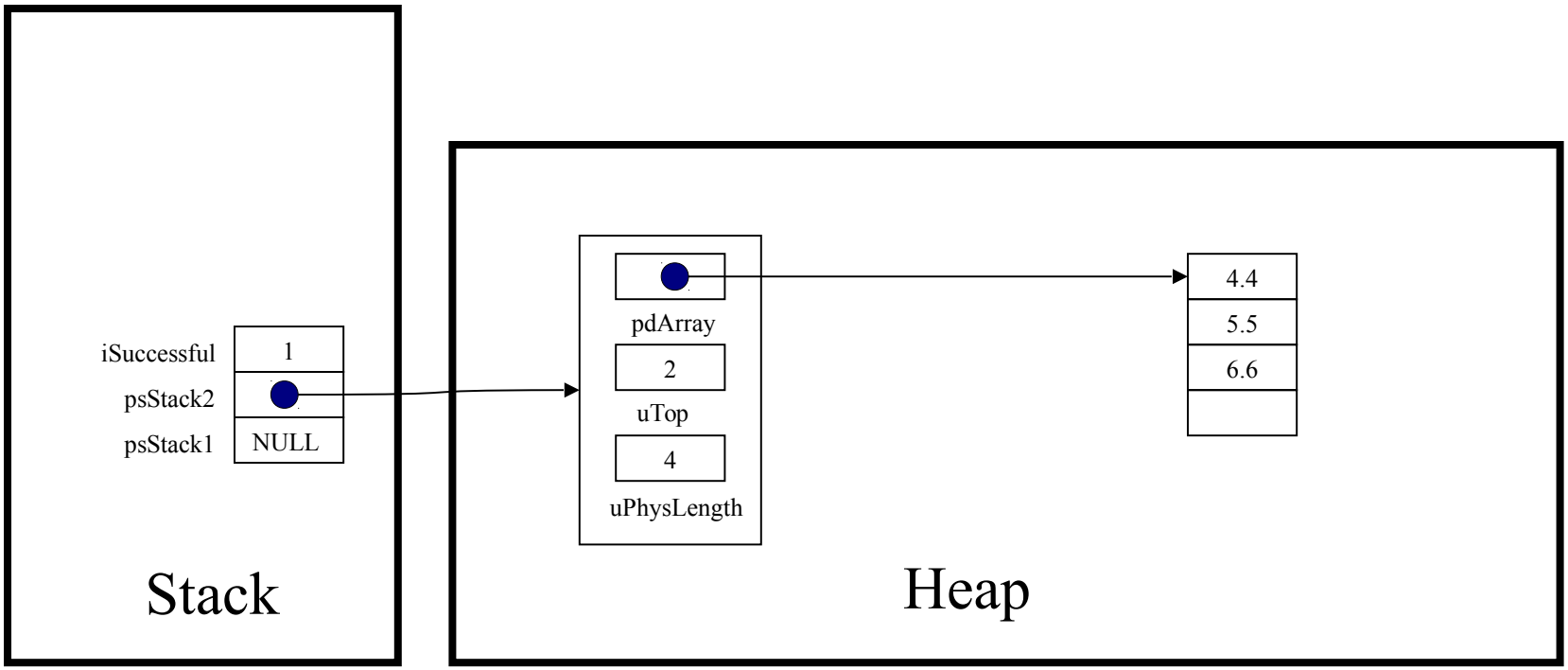
Trace of teststack (Version 1)

```
return (psStack->pdArray)[psStack->uTop];
```



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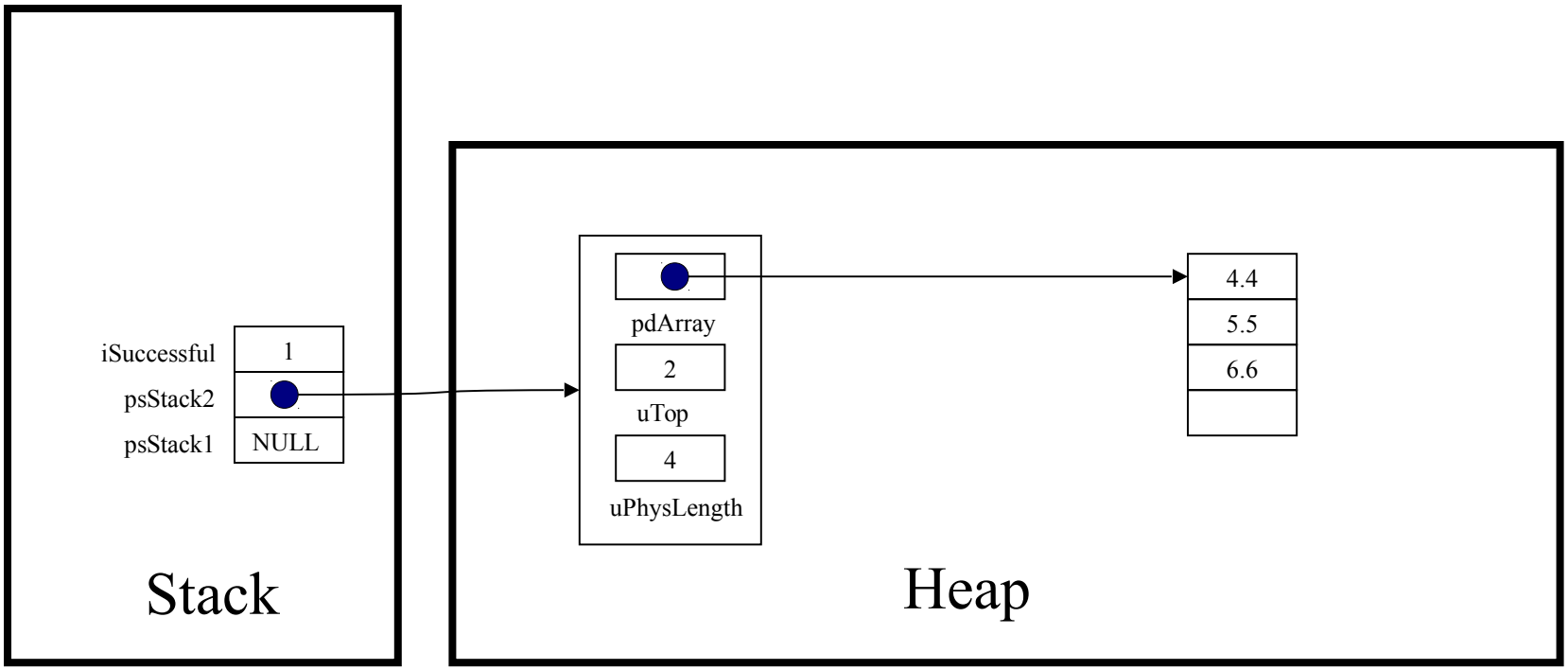
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack2));
```



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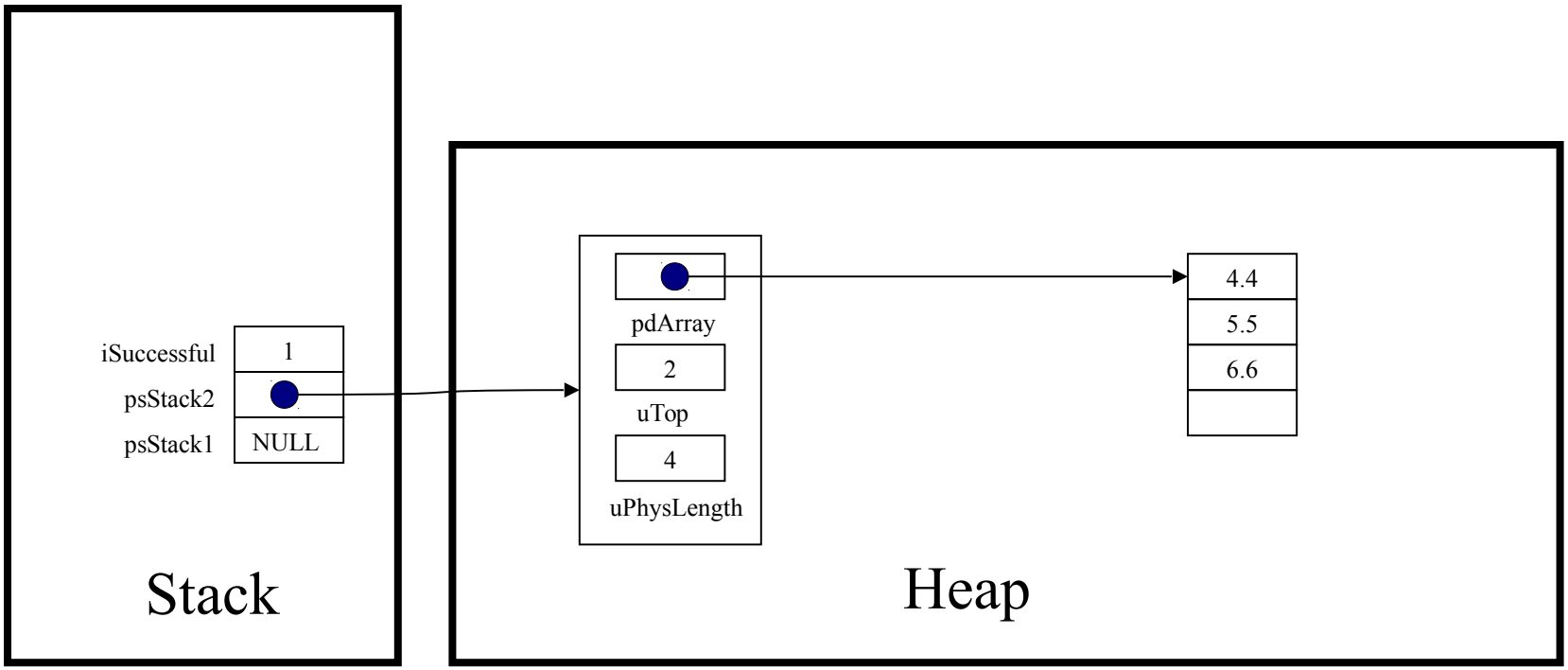
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack2))
   ...
```



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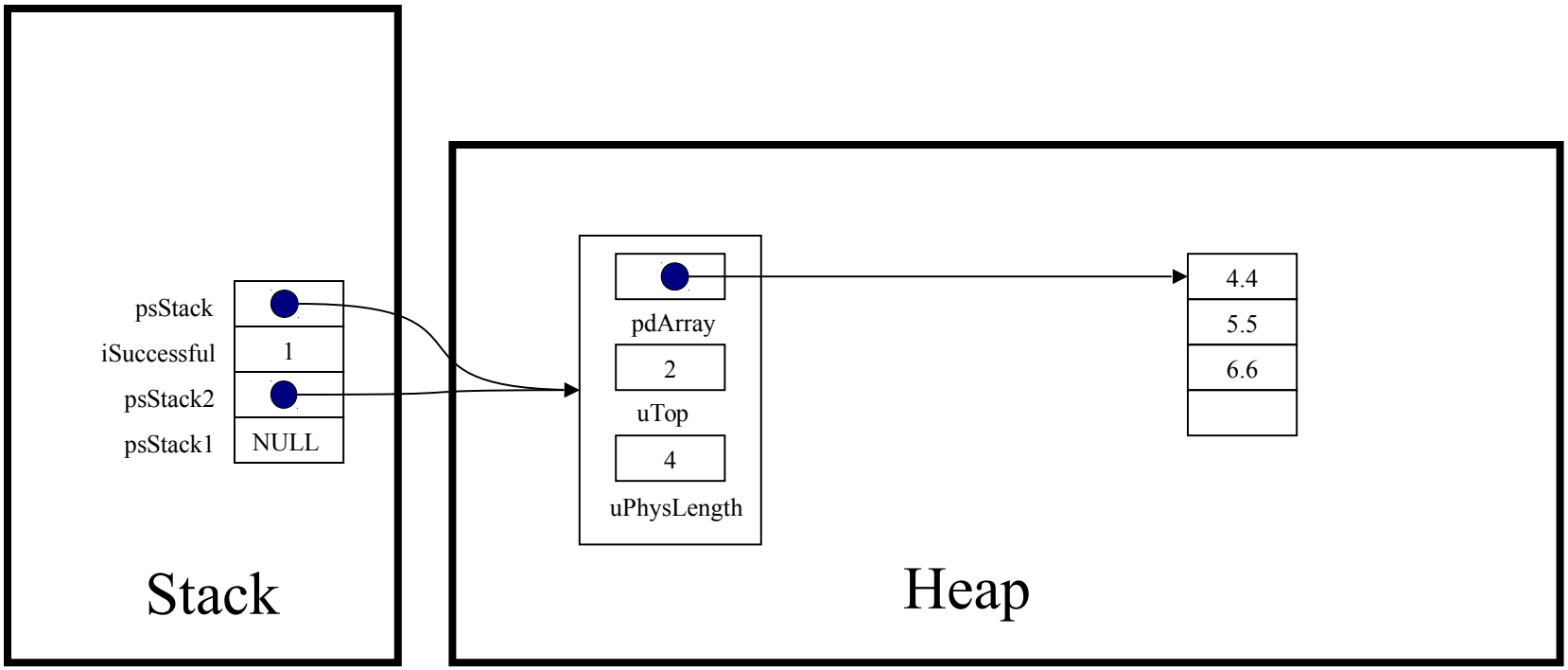
Trace of teststack (Version 1)

```
int Stack_isEmpty(struct Stack *psStack)
```



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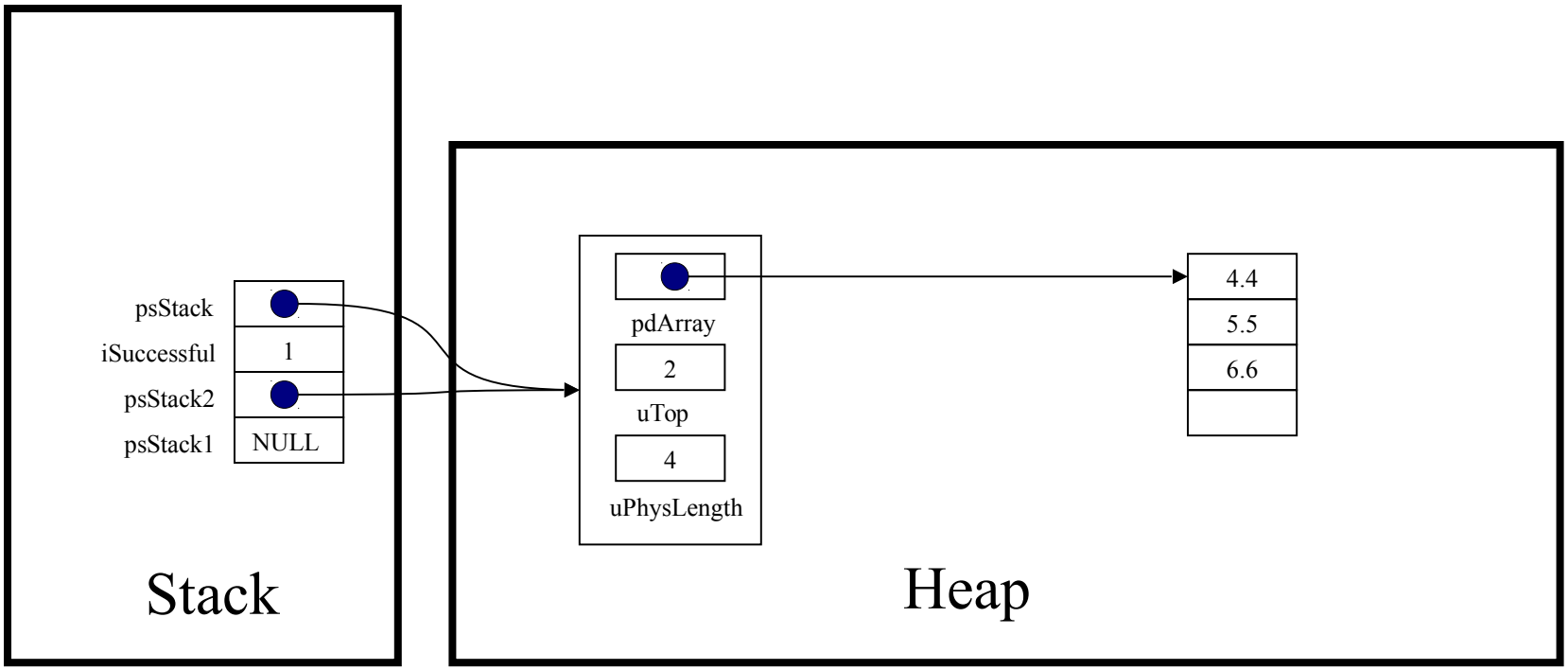
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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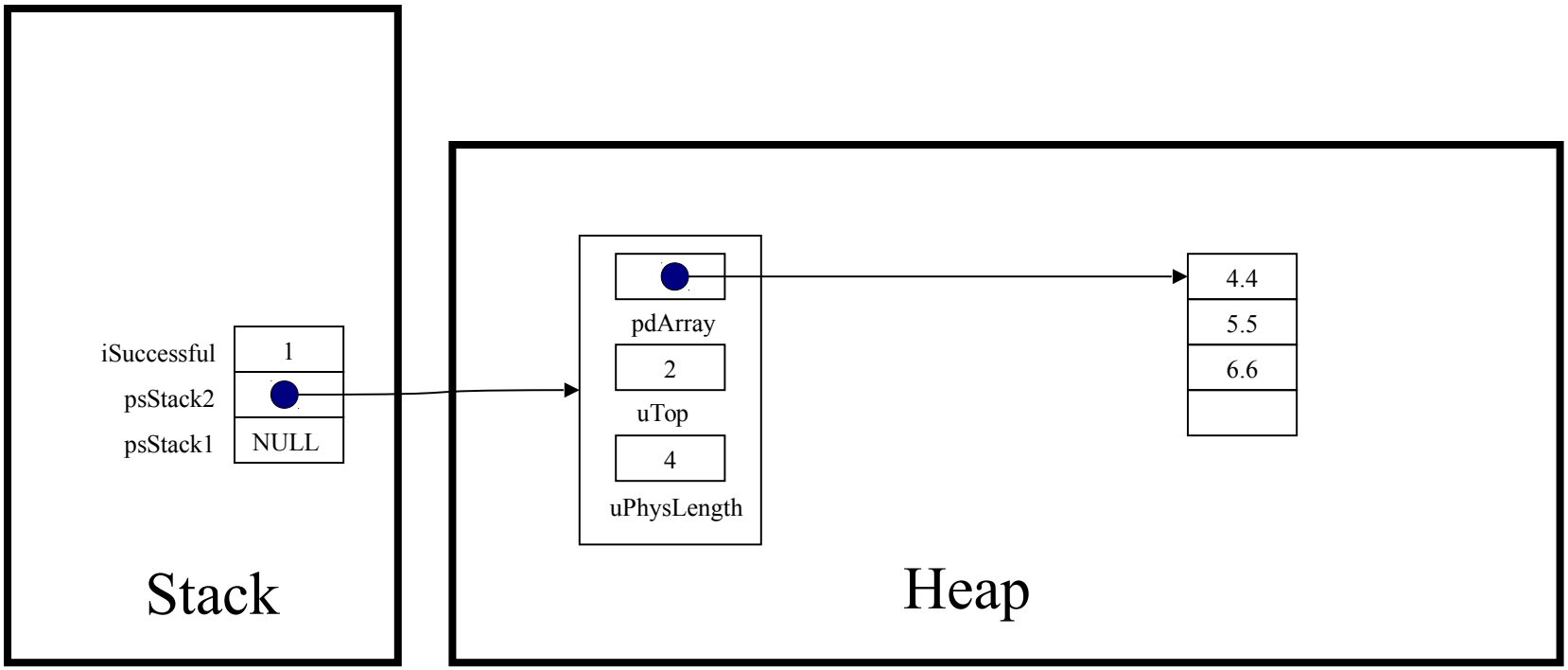
Trace of teststack (Version 1)

```
return psStack->uTop == 0;
```



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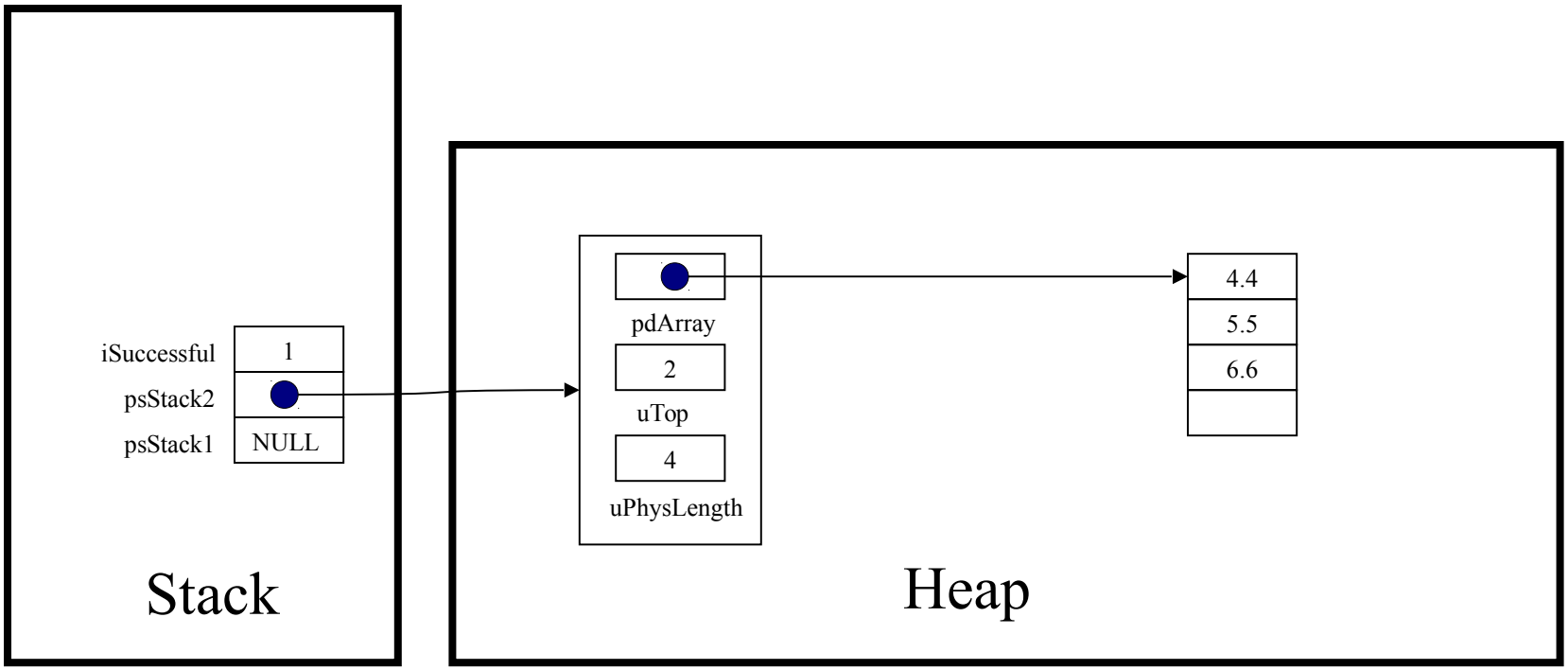
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack2))
```



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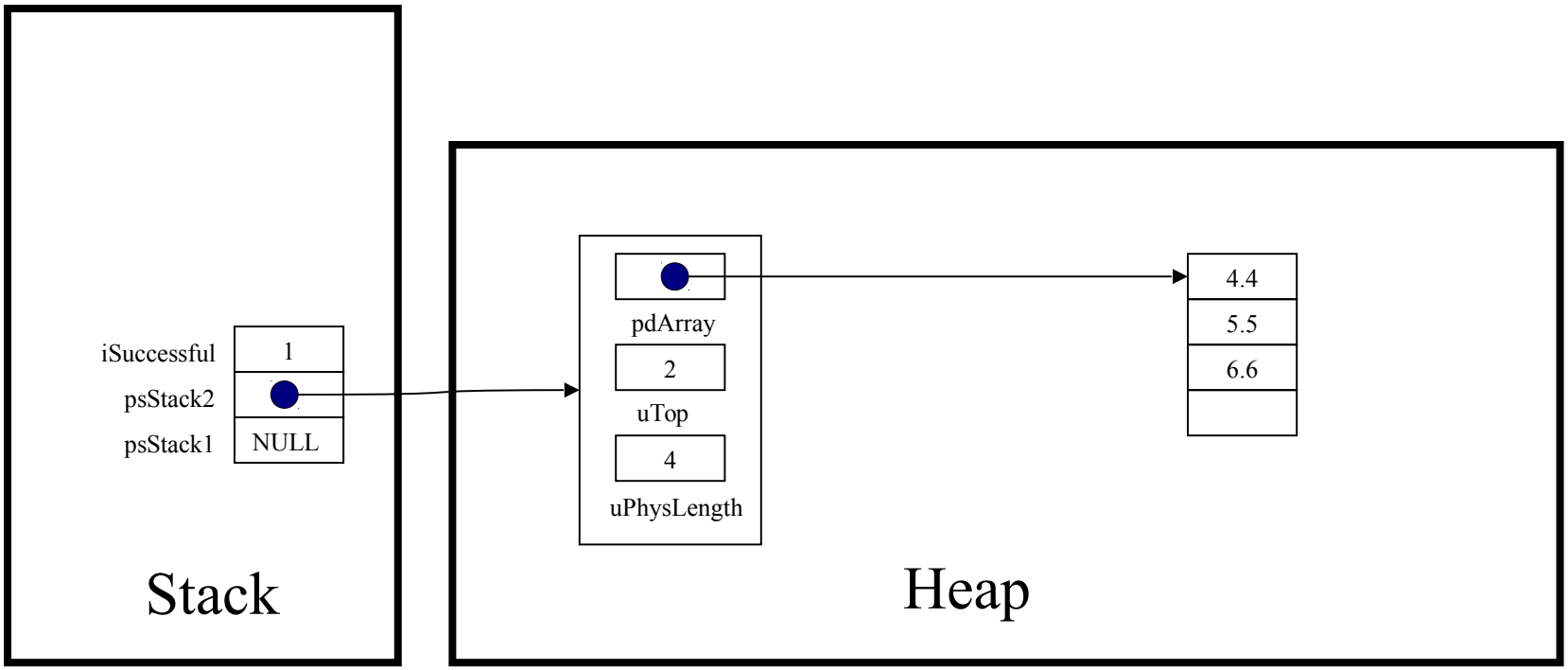
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack2));
```



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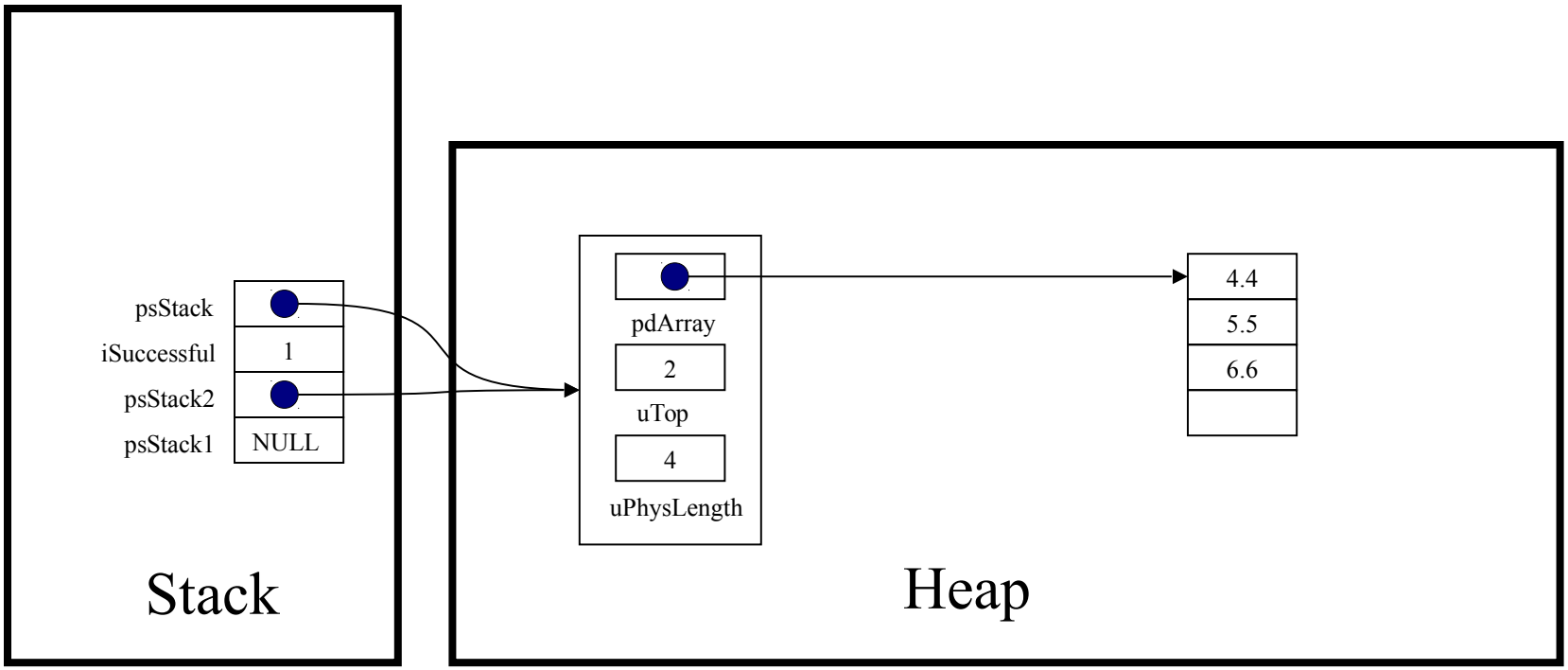
Trace of teststack (Version 1)

```
double Stack_pop(struct Stack *psStack)
```



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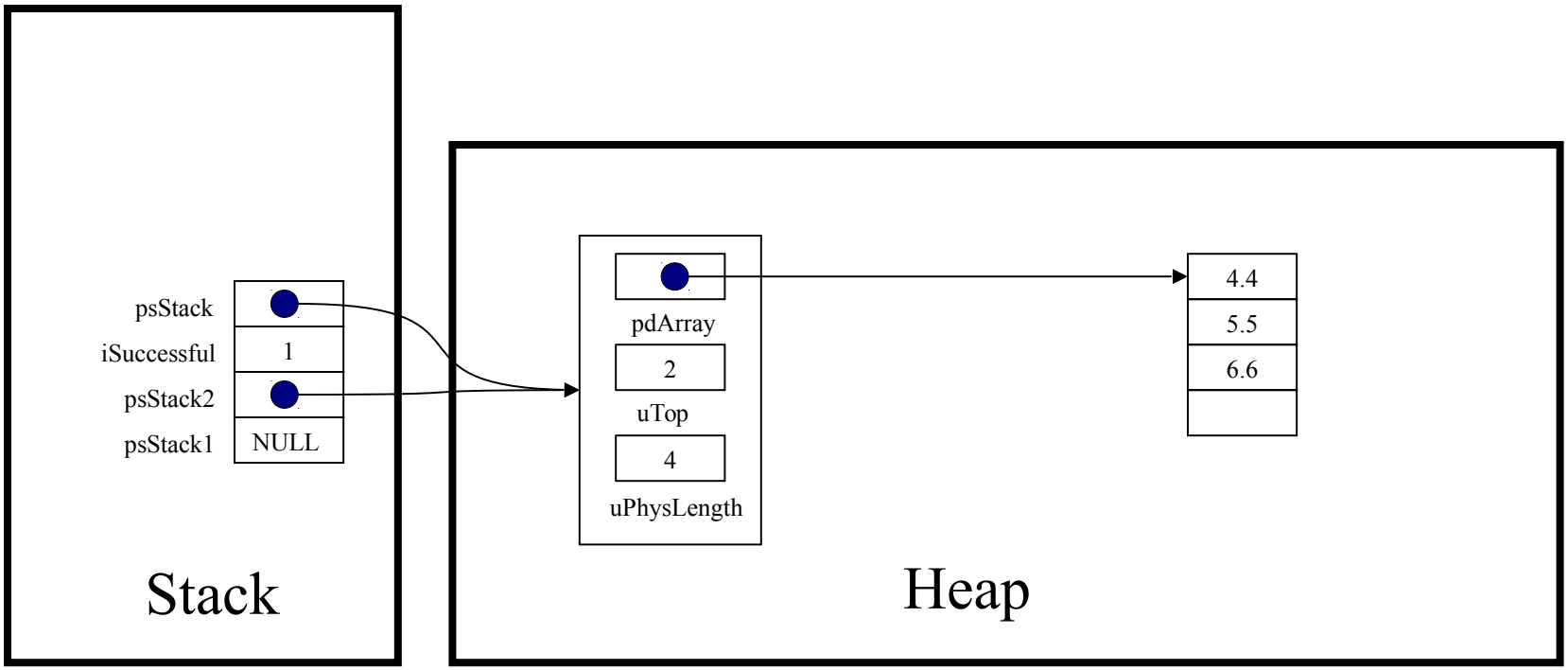
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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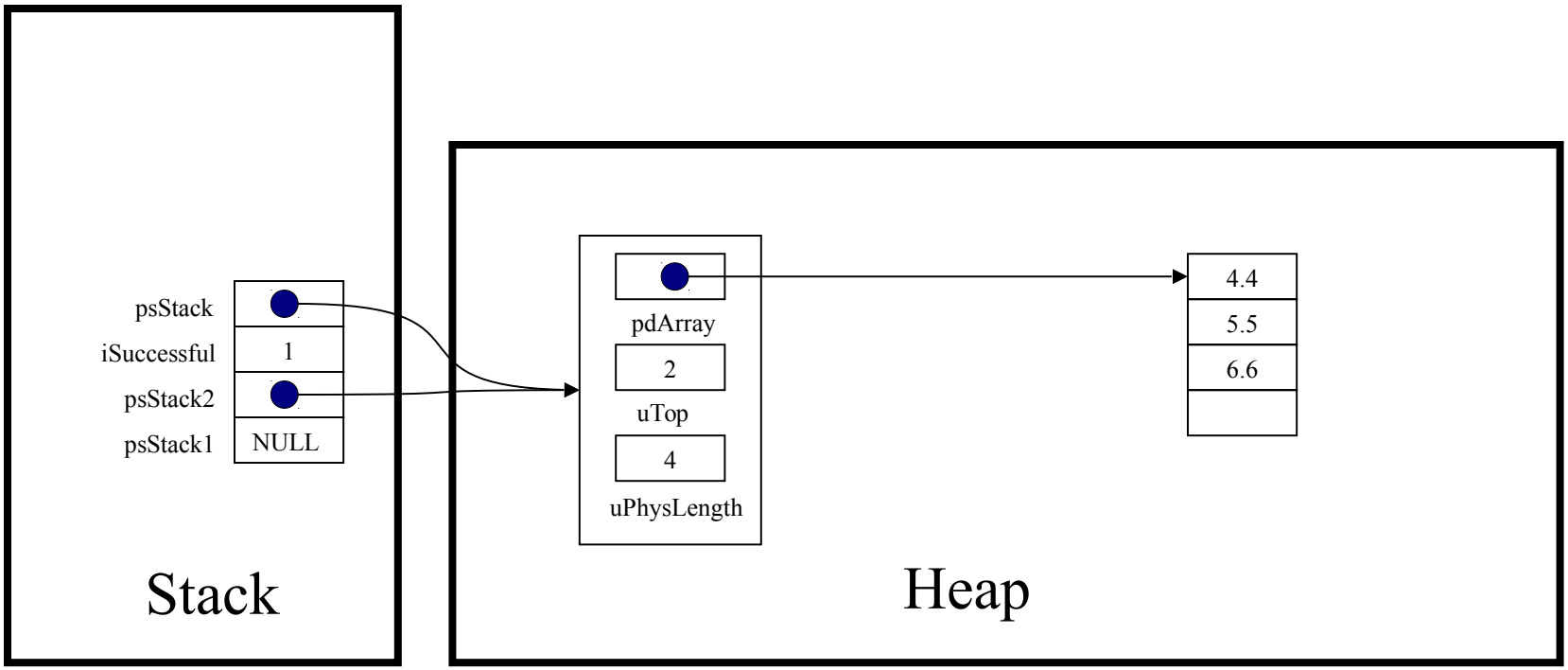
Trace of teststack (Version 1)

```
assert(psStack->uTop > 0);
```



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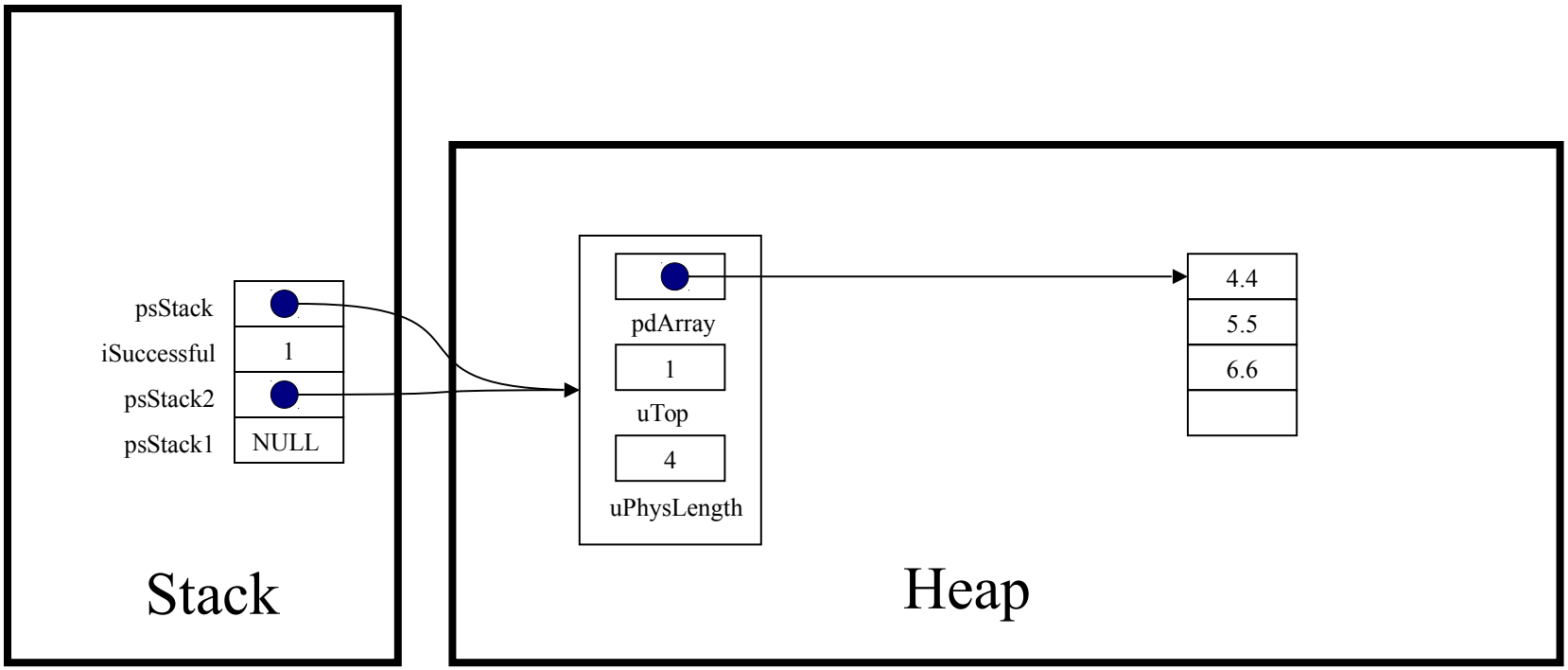
Trace of teststack (Version 1)

```
(psStack->uTop)--;
```



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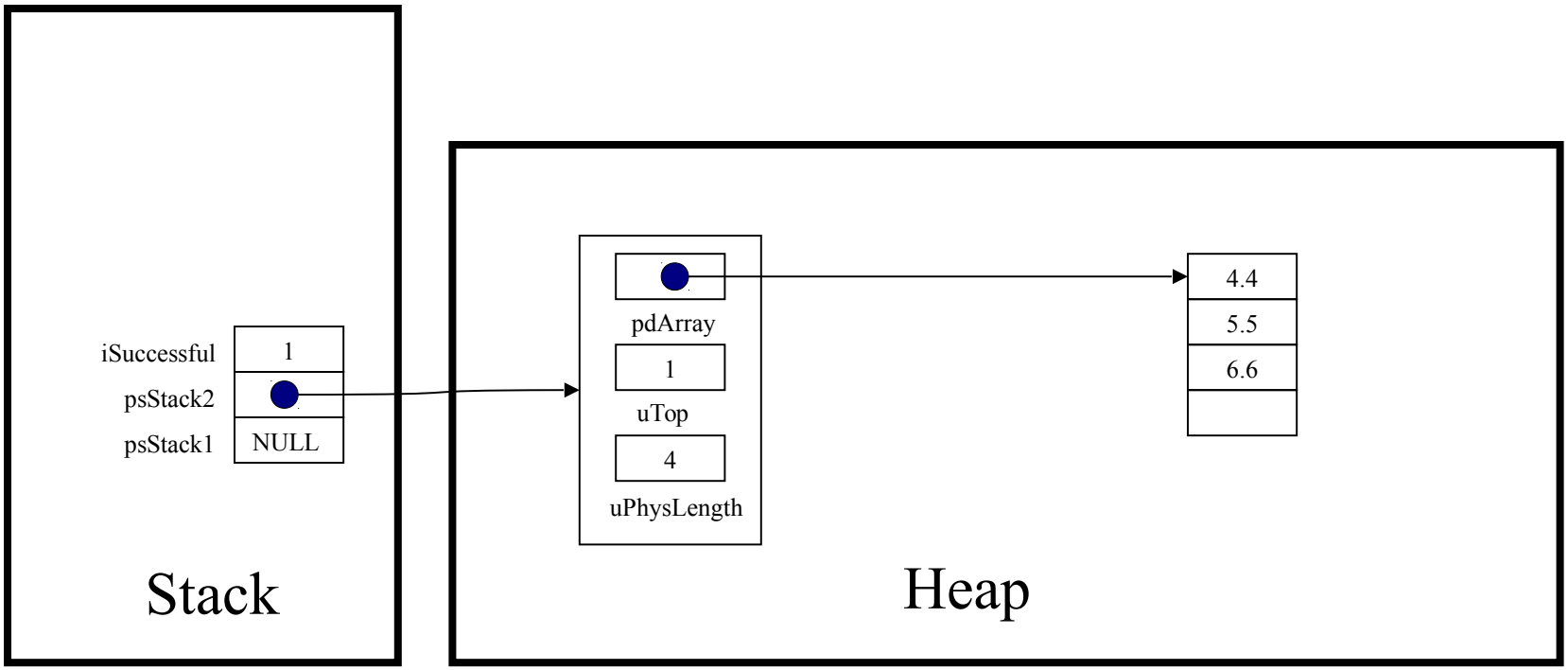
Trace of teststack (Version 1)

```
return (psStack->pdArray)[psStack->uTop];
```



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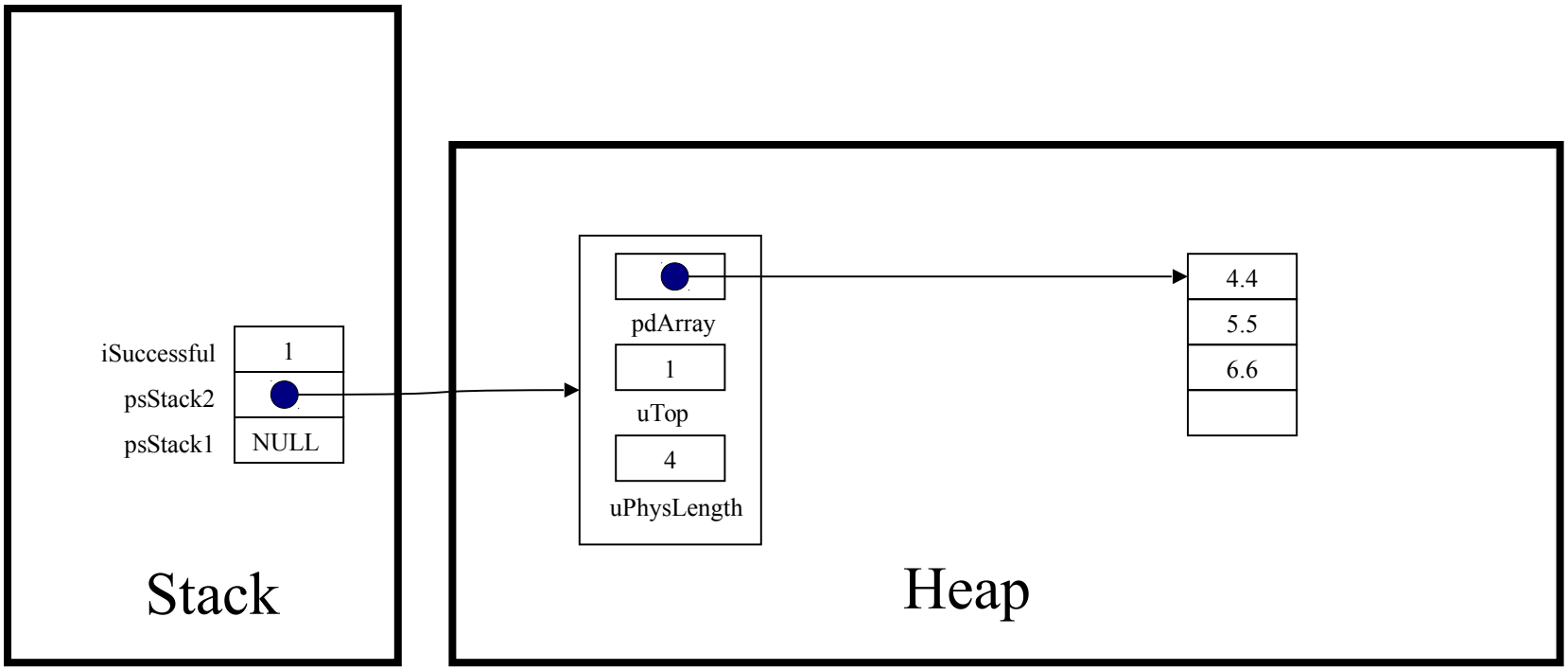
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack2));
```



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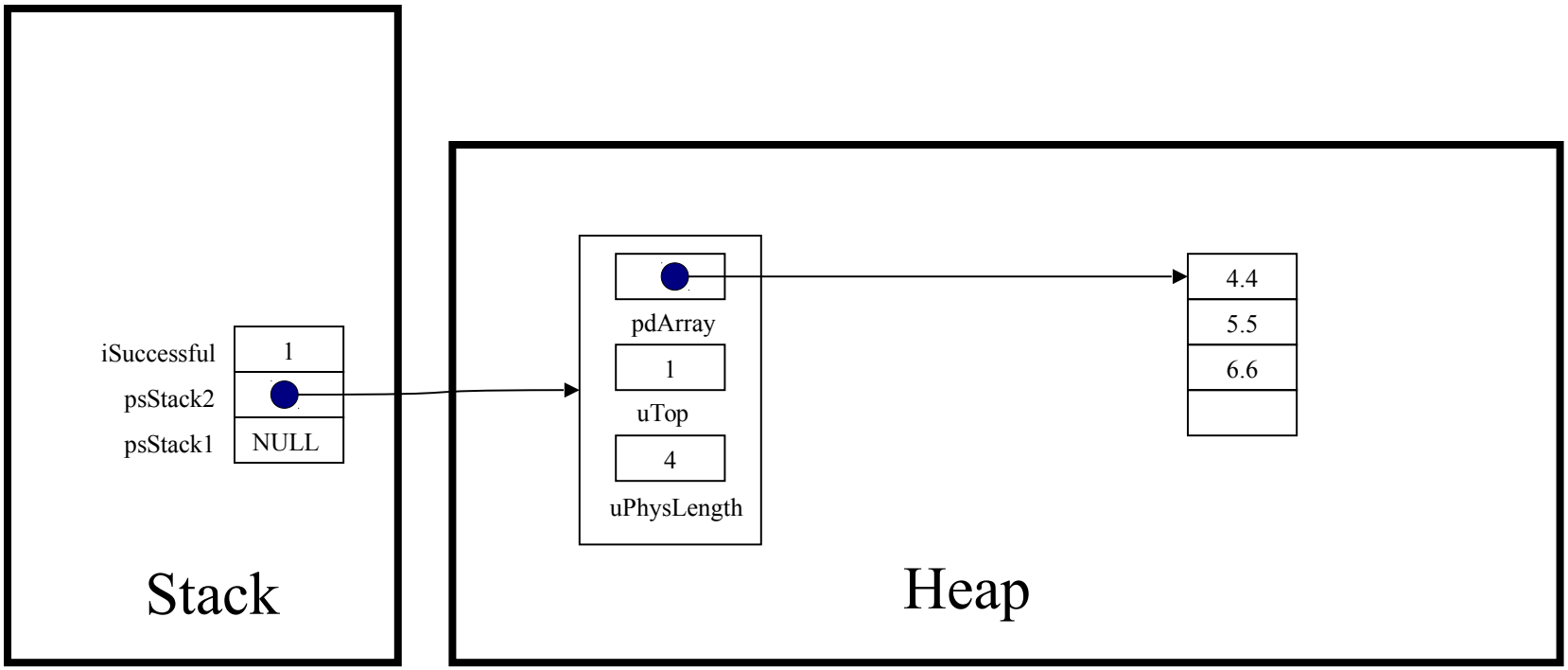
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack2))
   ...
```



Princeton University
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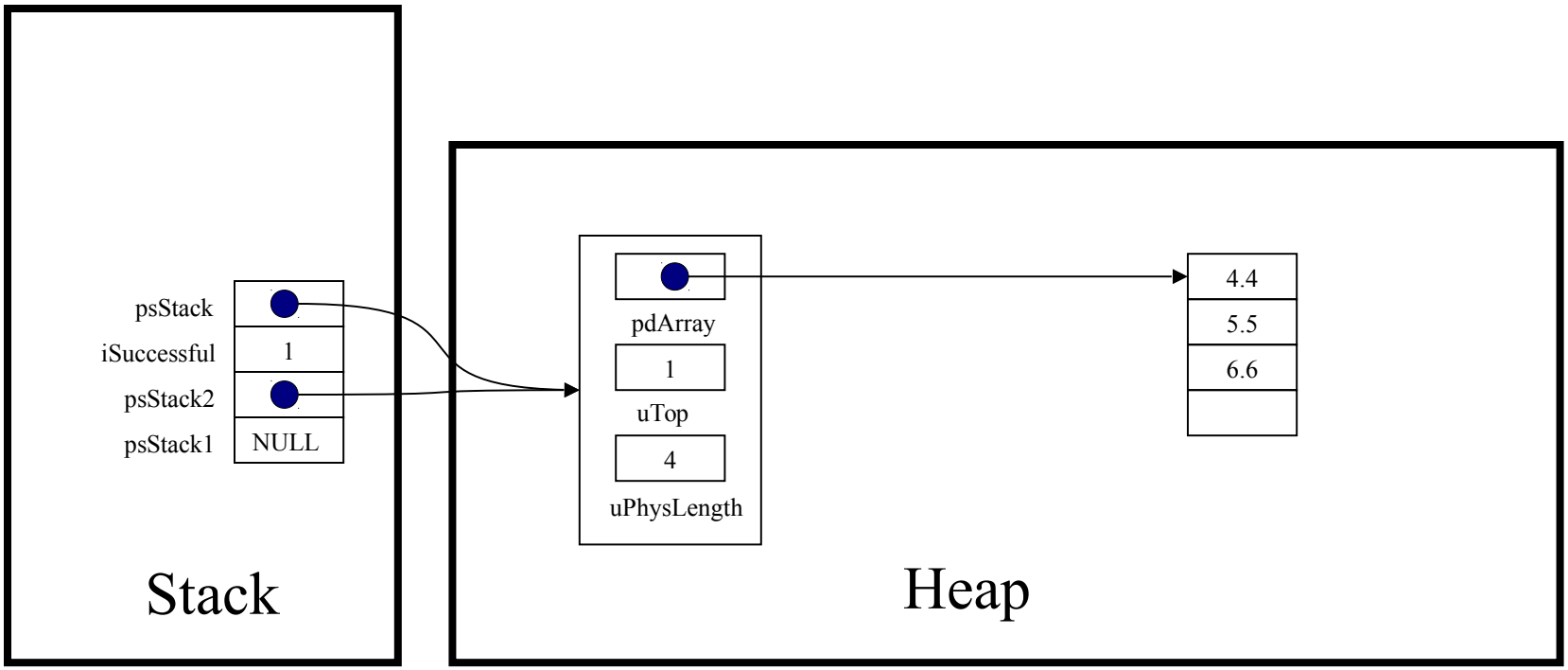
Trace of teststack (Version 1)

```
int Stack_isEmpty(struct Stack *psStack)
```



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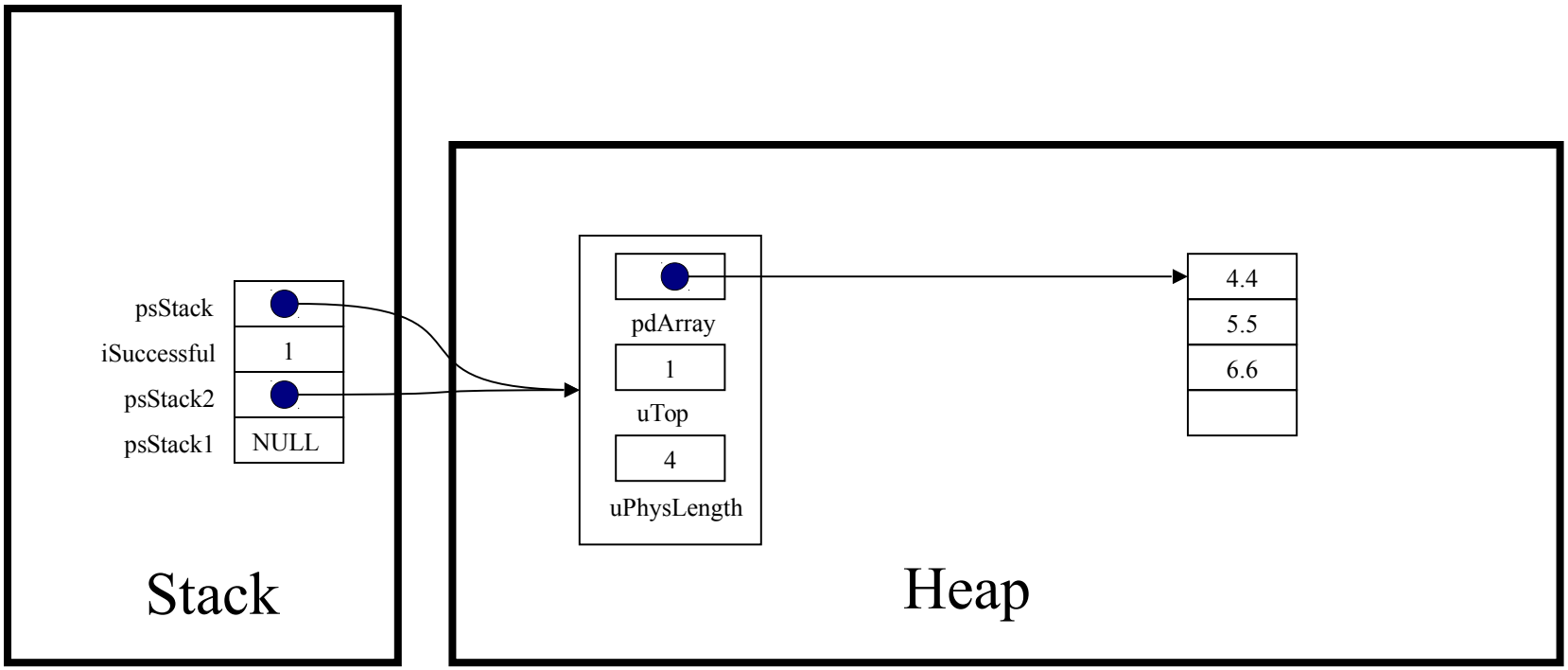
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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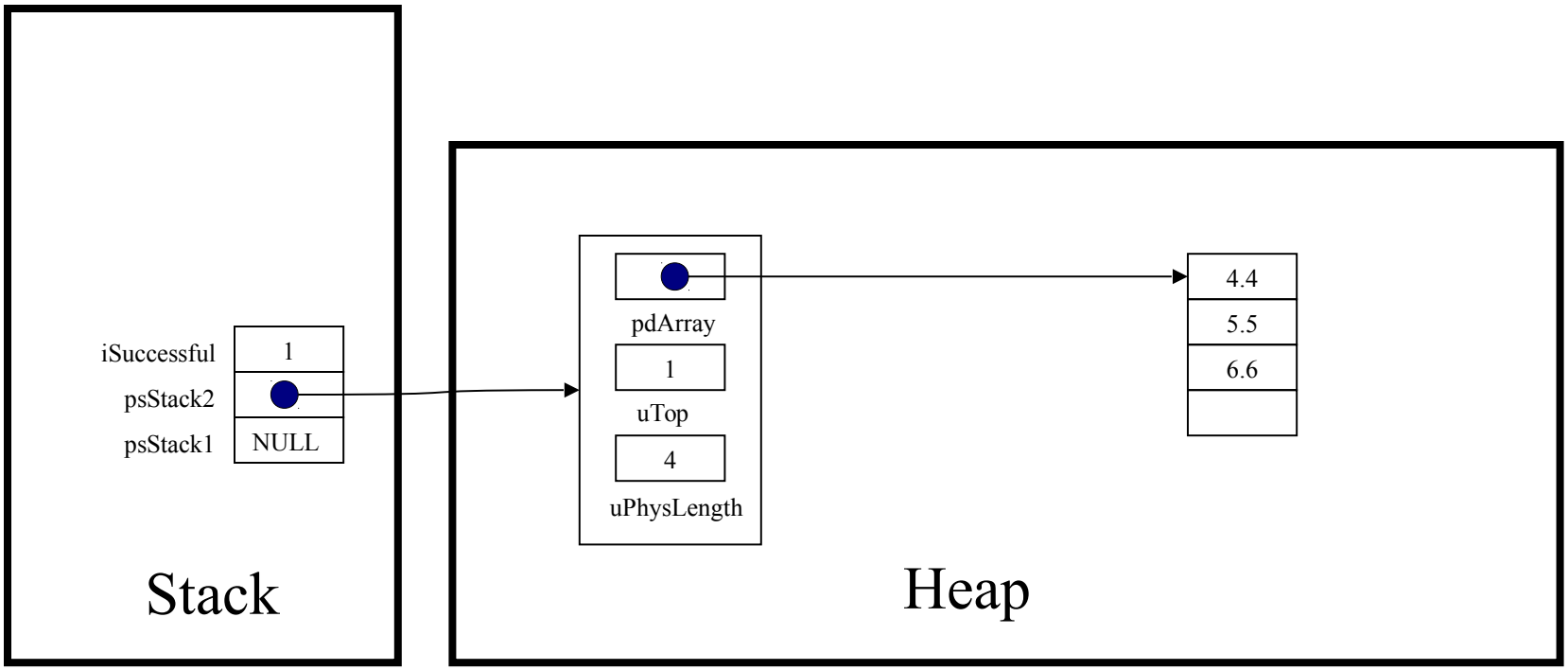
Trace of teststack (Version 1)

```
return psStack->uTop == 0;
```



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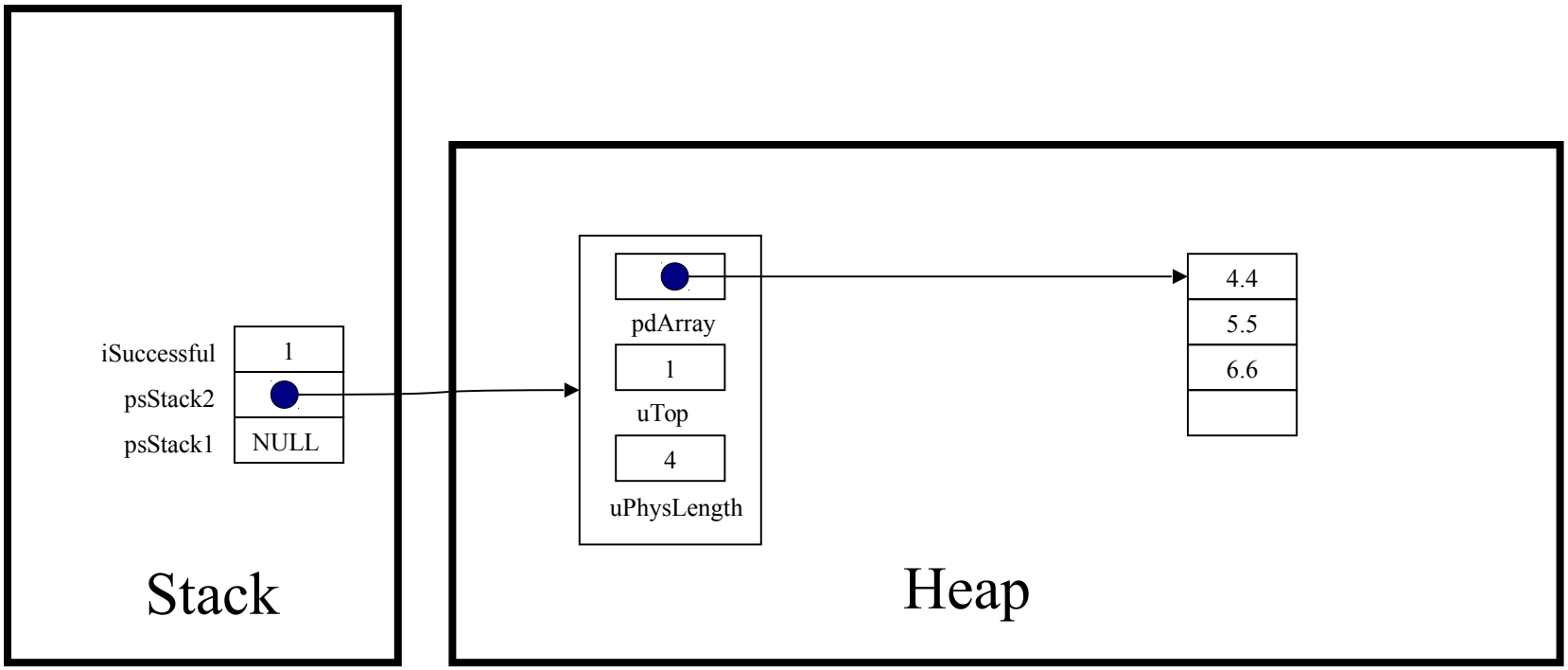
Trace of teststack (Version 1)

```
while (! Stack_isEmpty(psStack2))
```



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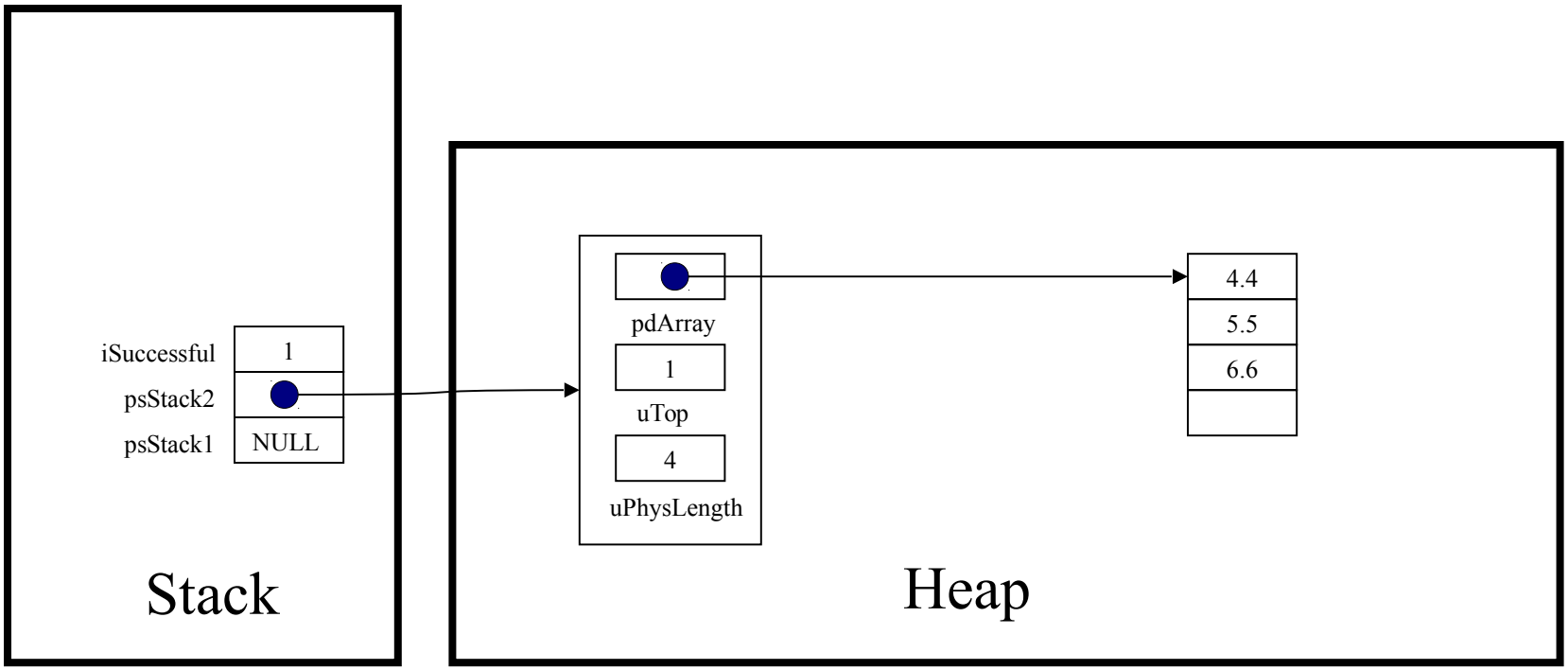
Trace of teststack (Version 1)

```
printf("%g\n", Stack_pop(psStack2));
```



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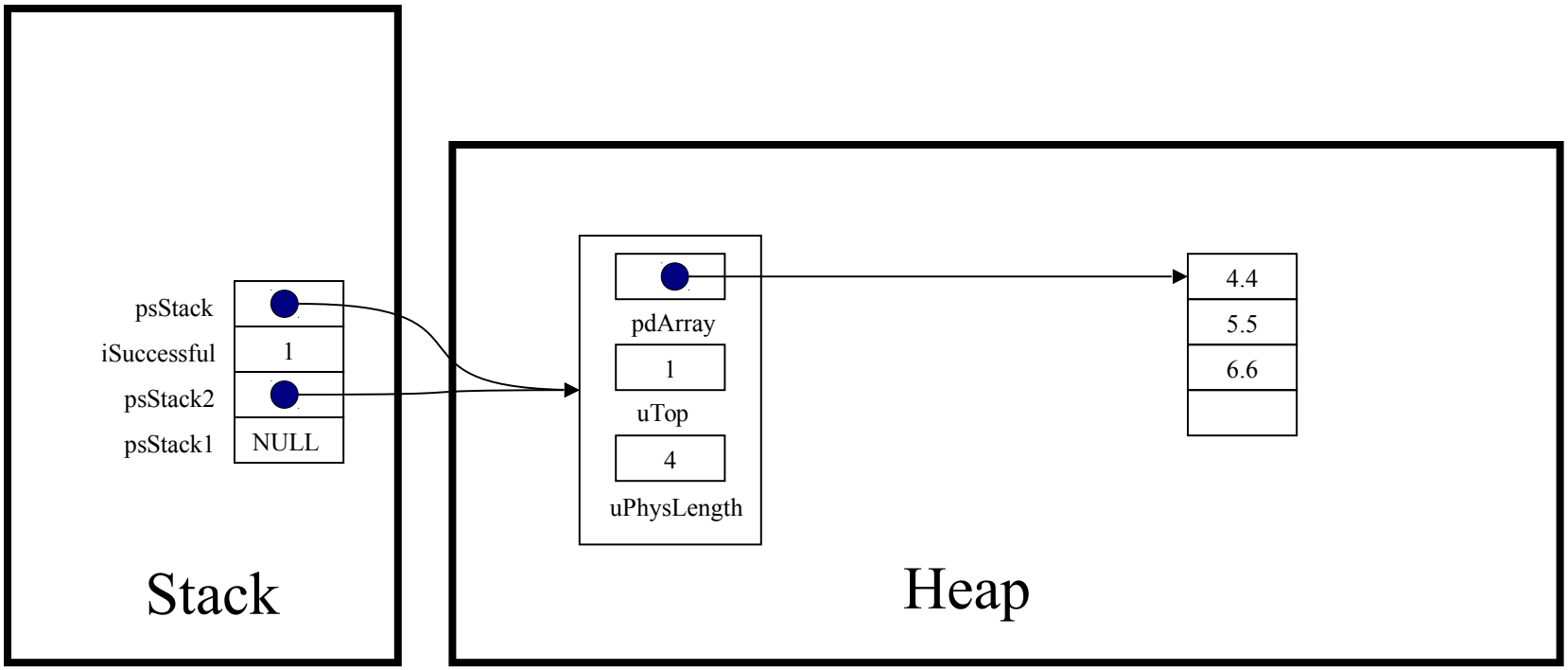
Trace of teststack (Version 1)

```
double Stack_pop(struct Stack *psStack)
```



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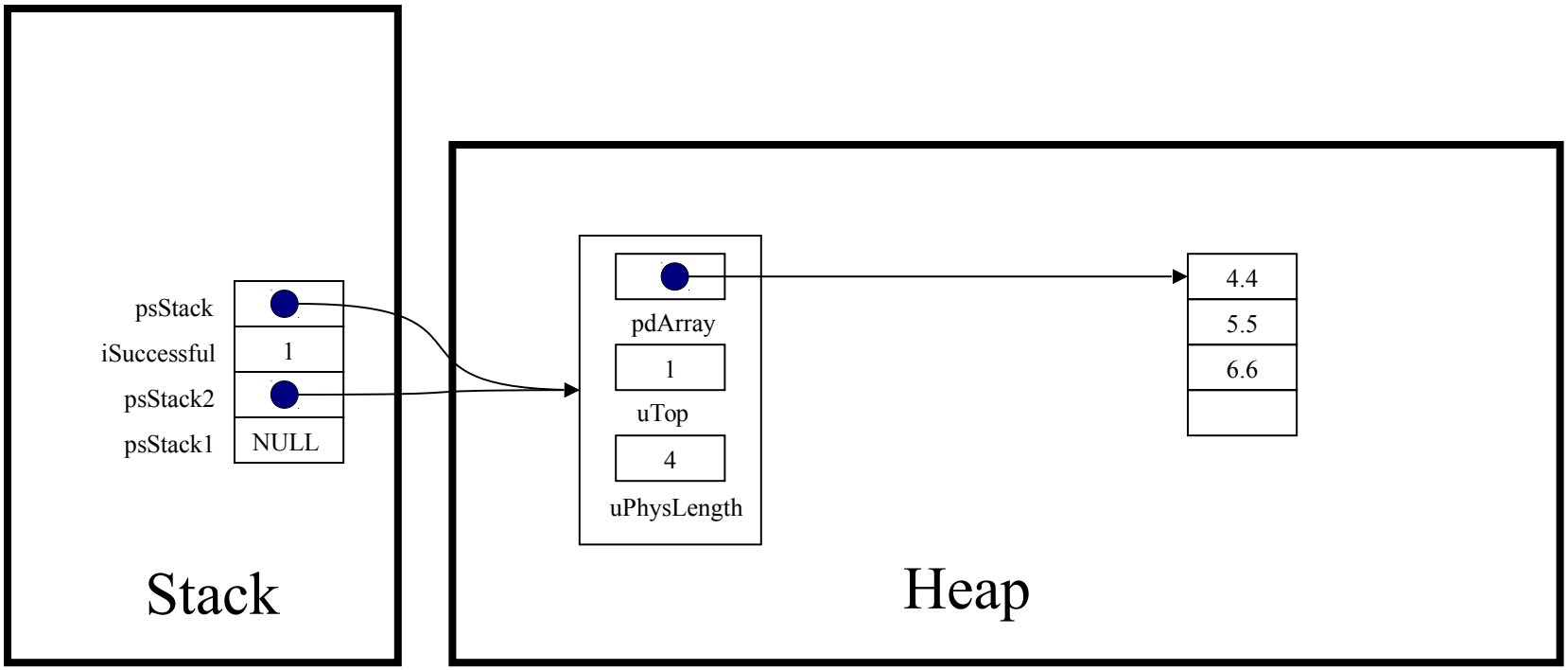
Trace of teststack (Version 1)

```
assert(psStack != NULL);
```



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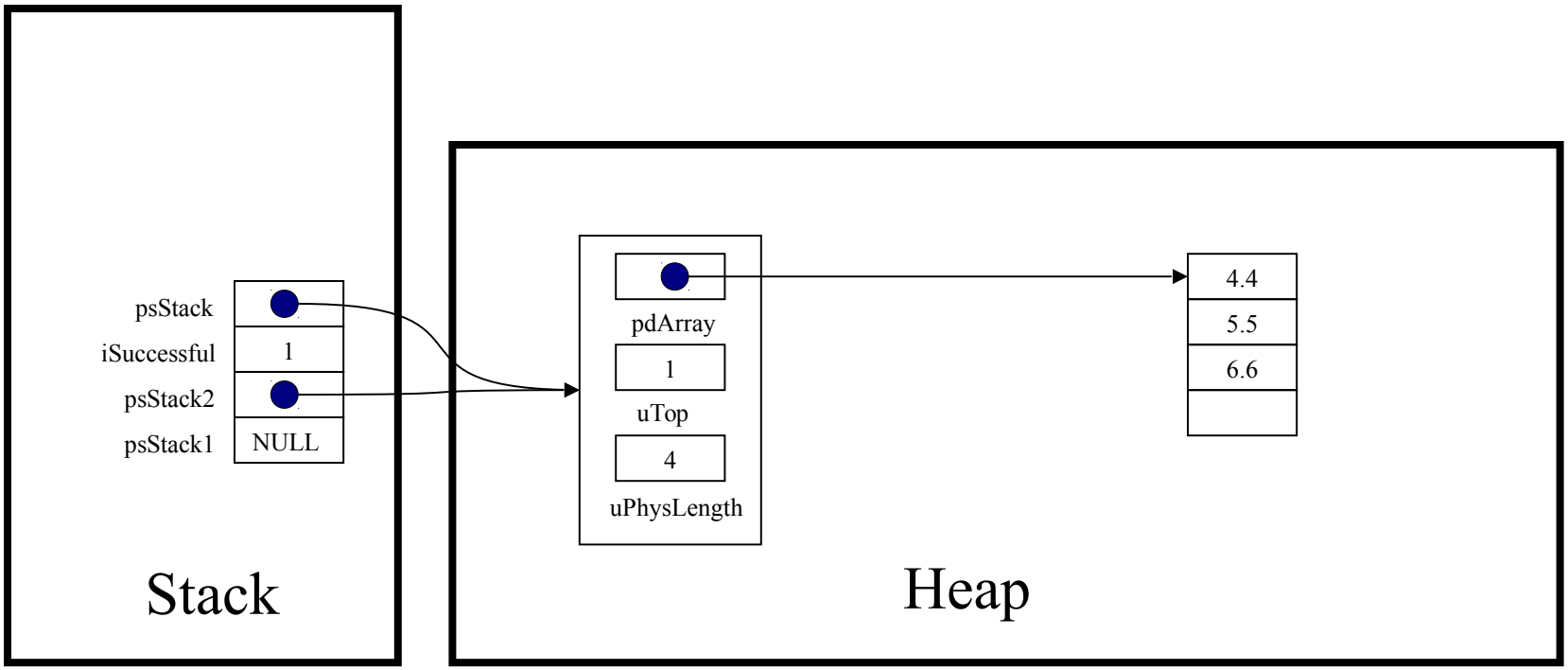
Trace of teststack (Version 1)

```
assert(psStack->uTop > 0);
```



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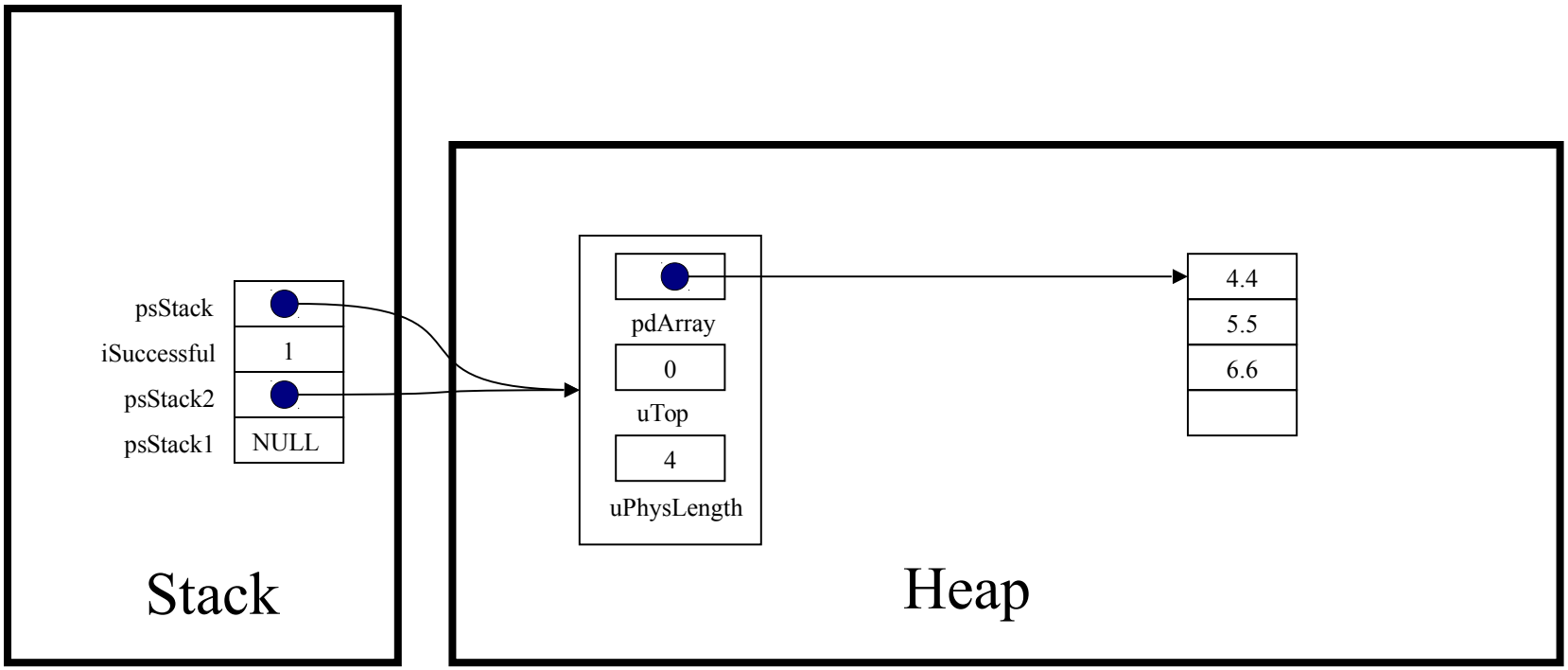
```
(psStack->uTop)--;
```



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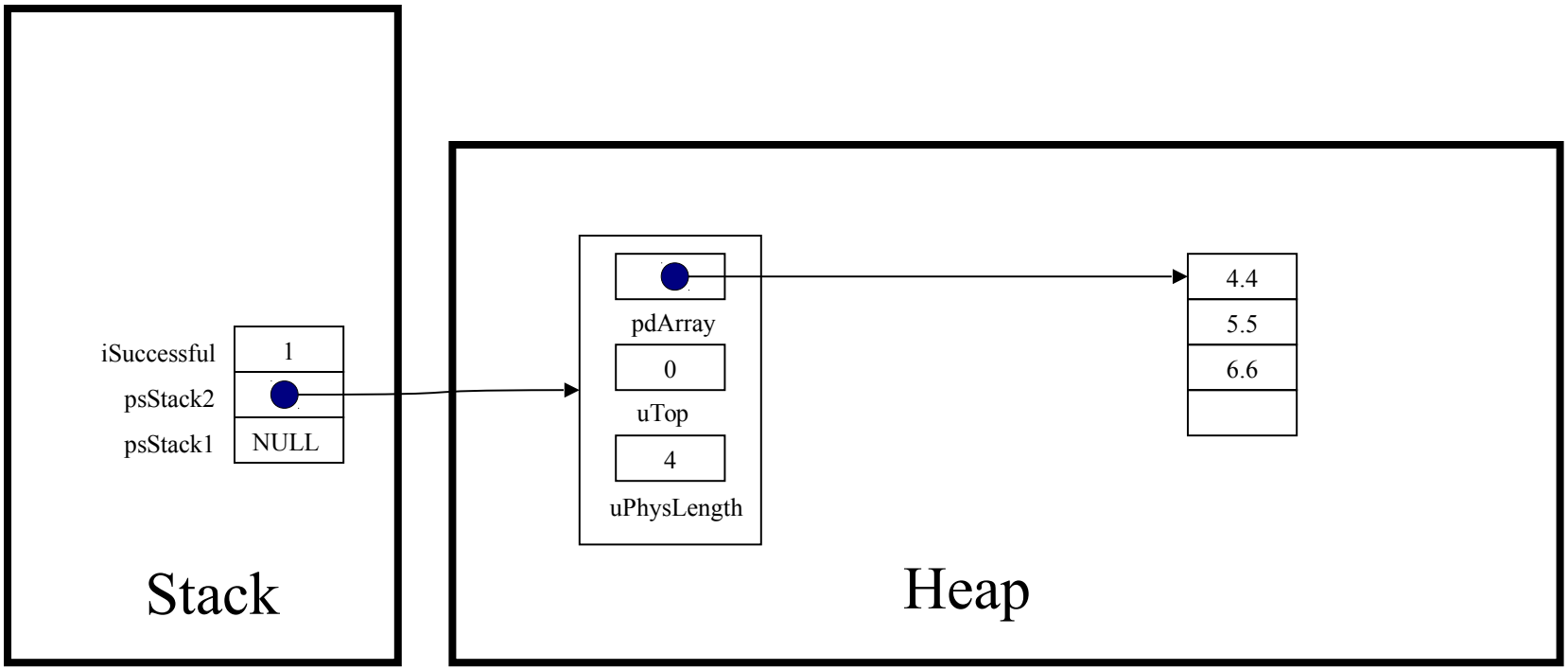
```
return (psStack->pdArray)[psStack->uTop];
```



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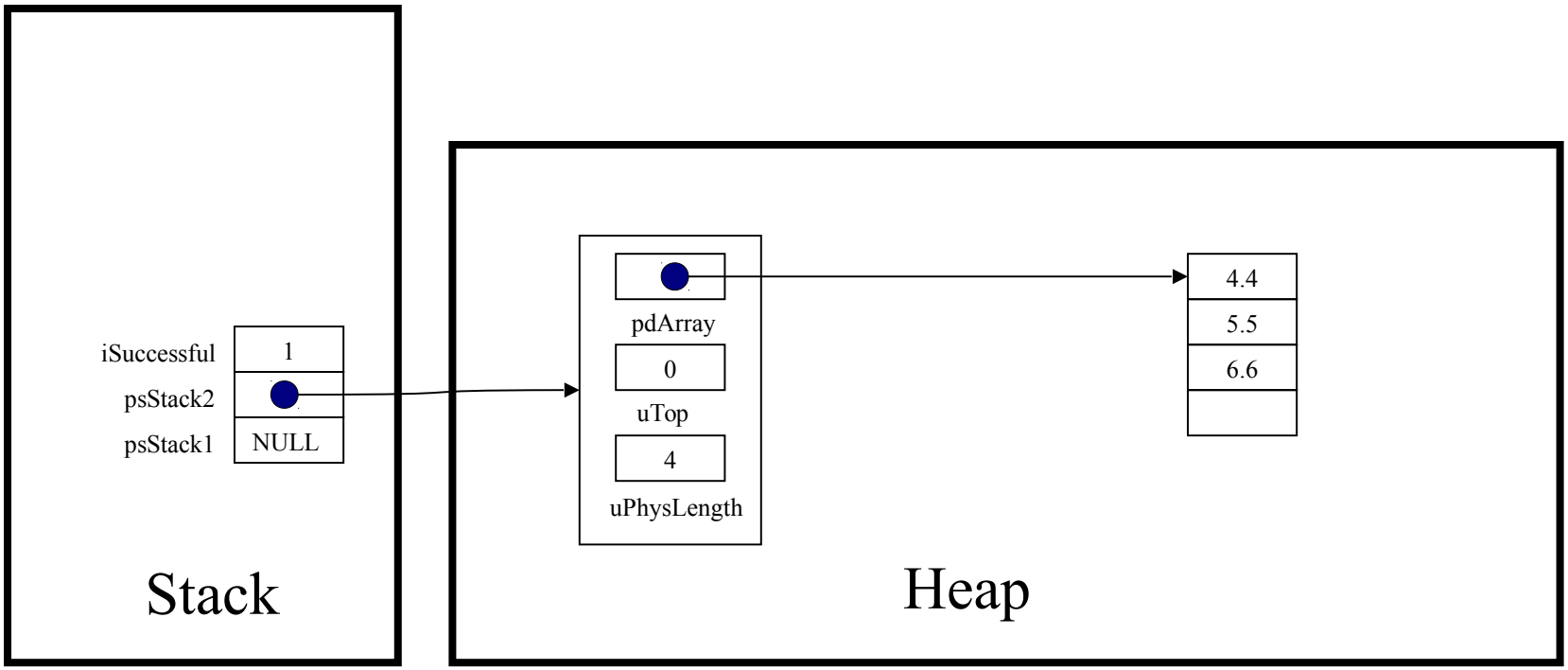
```
printf("%g\n", Stack_pop(psStack2));
```



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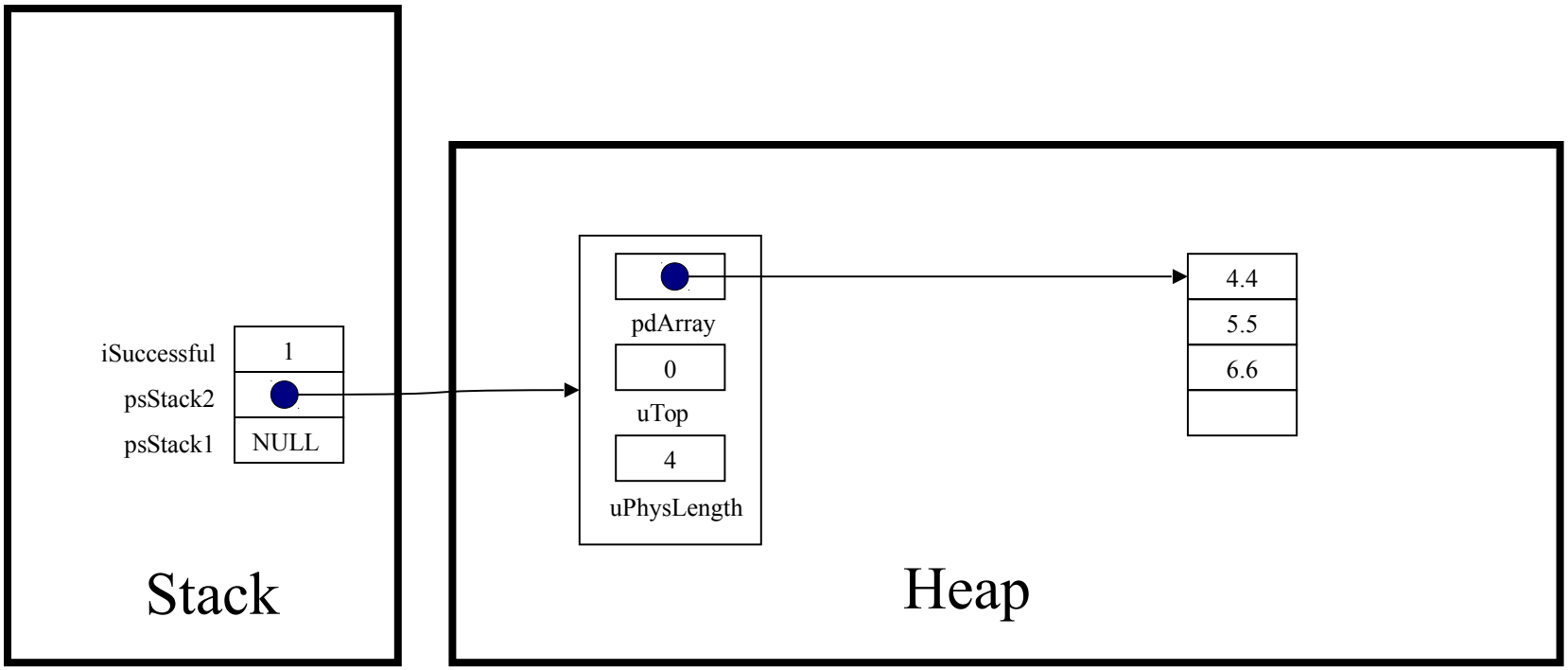
```
while (! Stack_isEmpty(psStack2))
   ...
```



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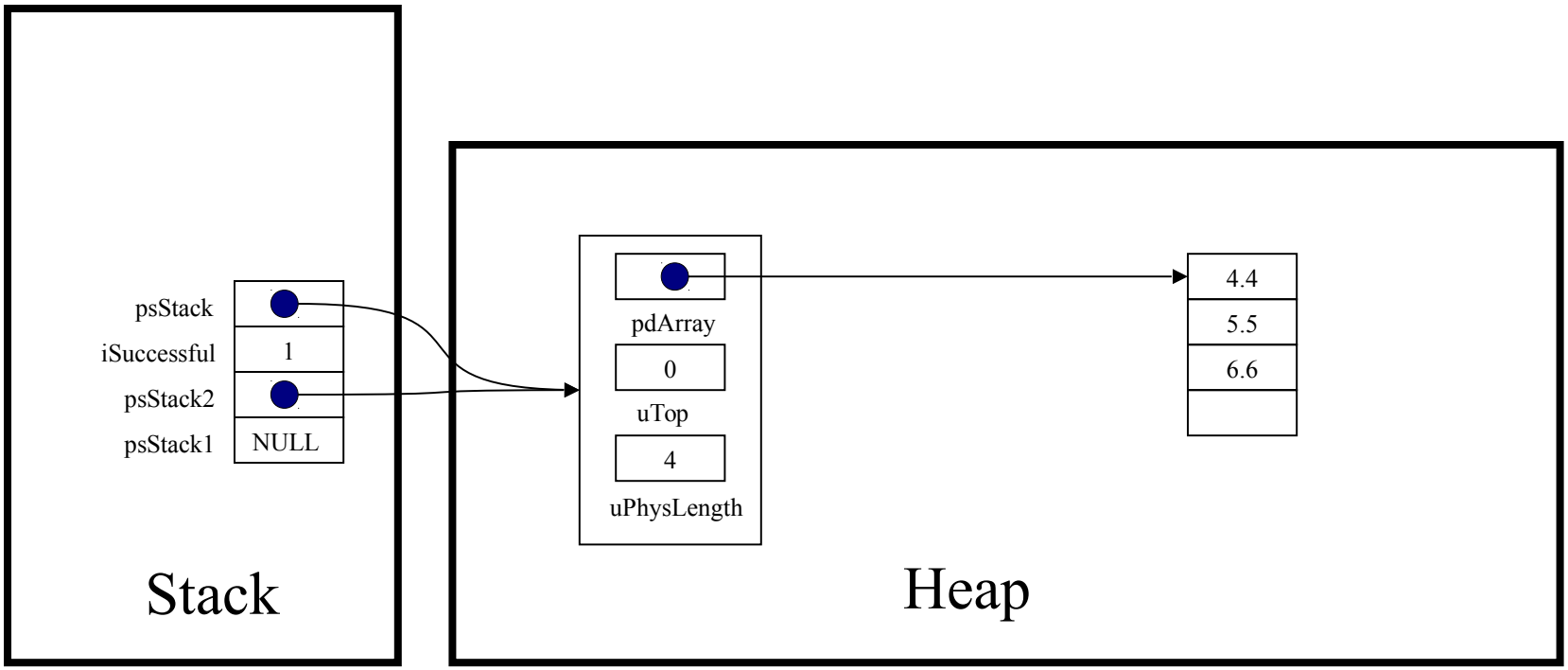
```
int Stack_isEmpty(struct Stack *psStack)
```



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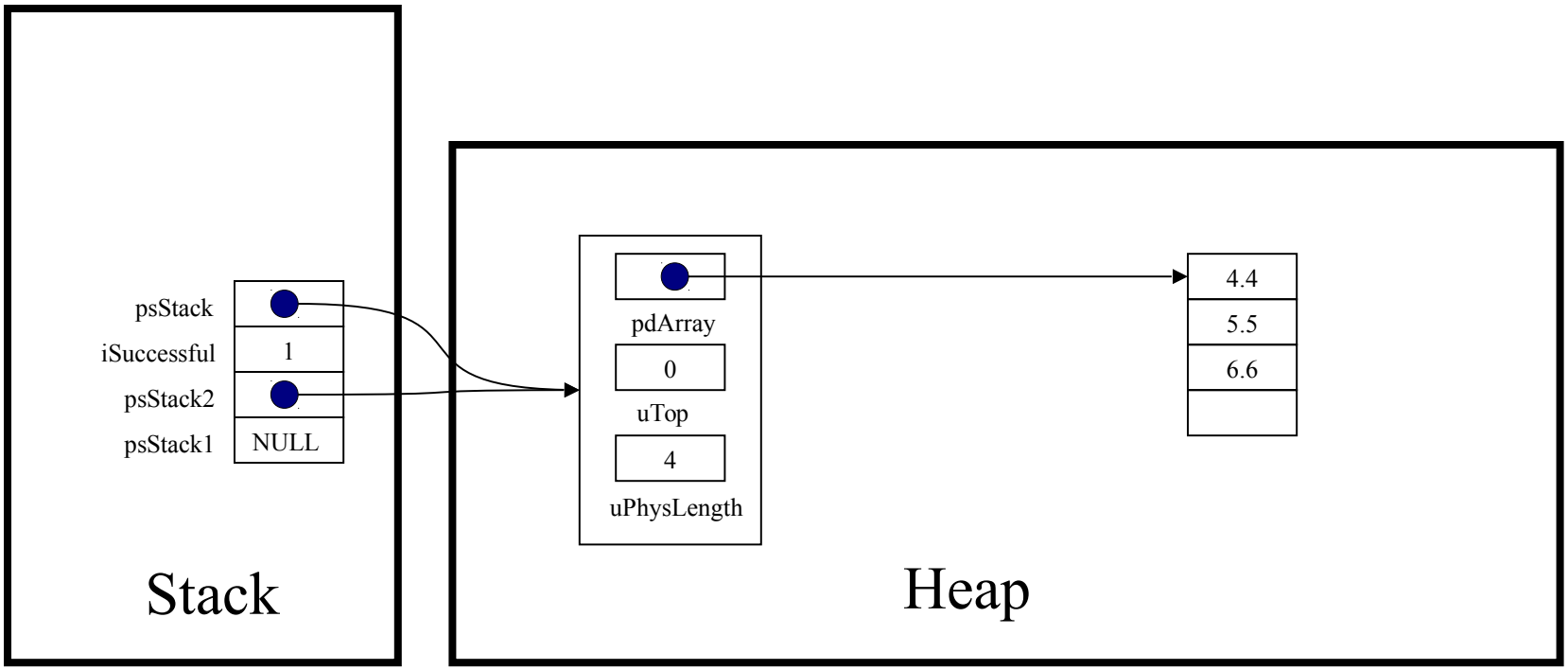
```
assert(psStack != NULL);
```



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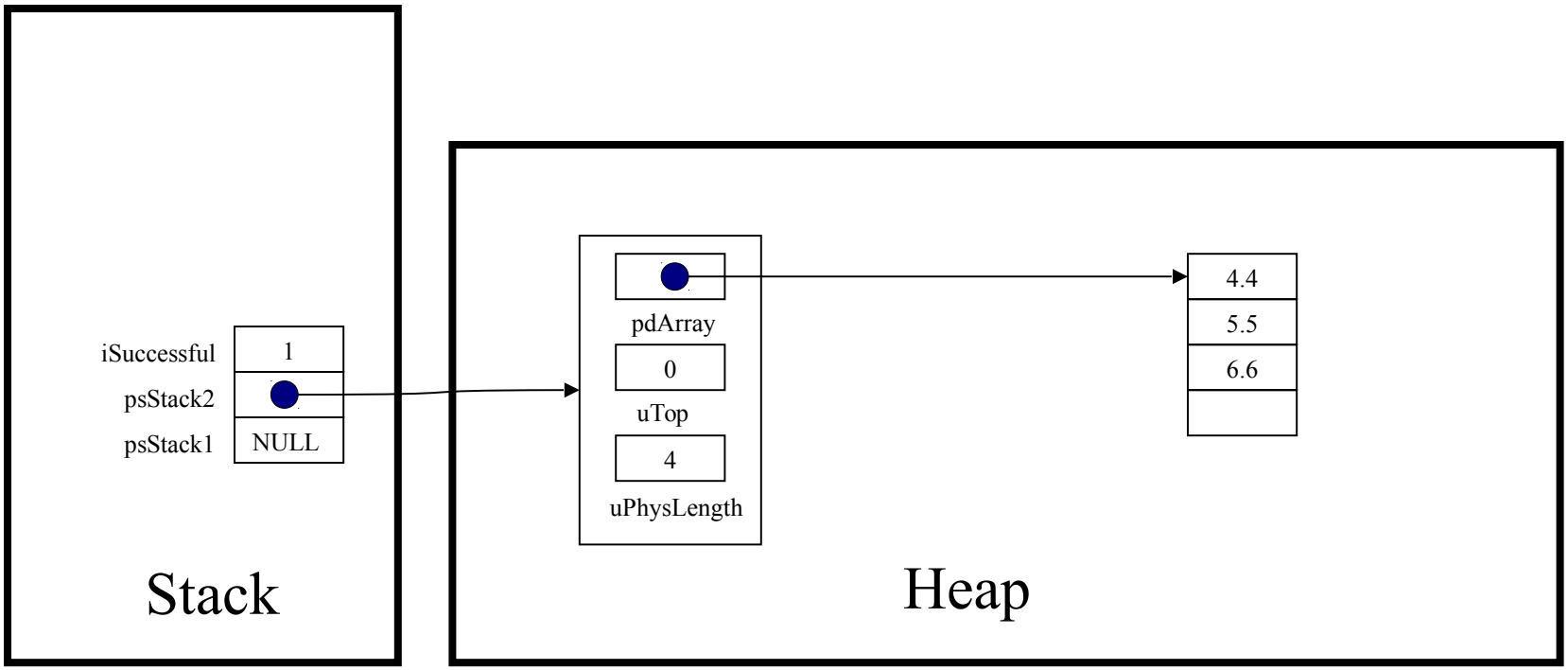
```
return psStack->uTop == 0;
```



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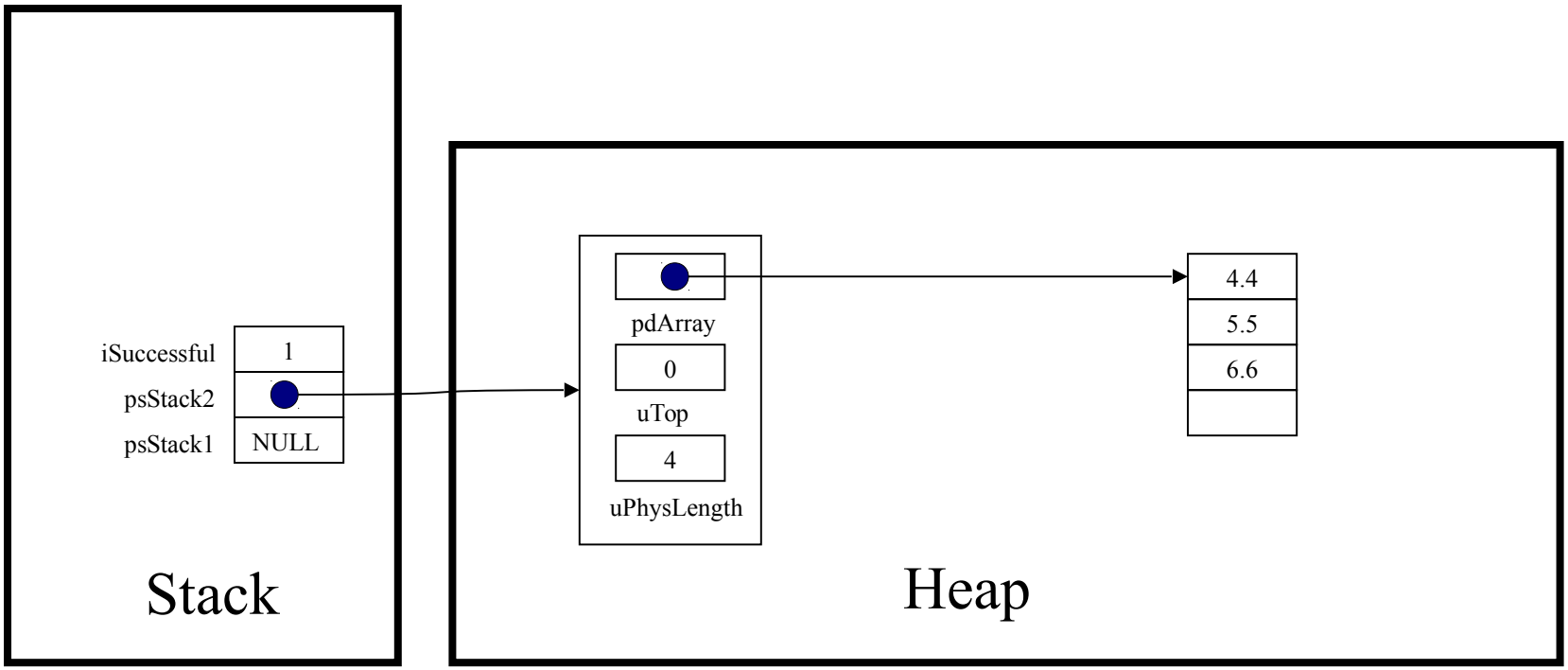
```
while (! Stack_isEmpty(psStack2))
```



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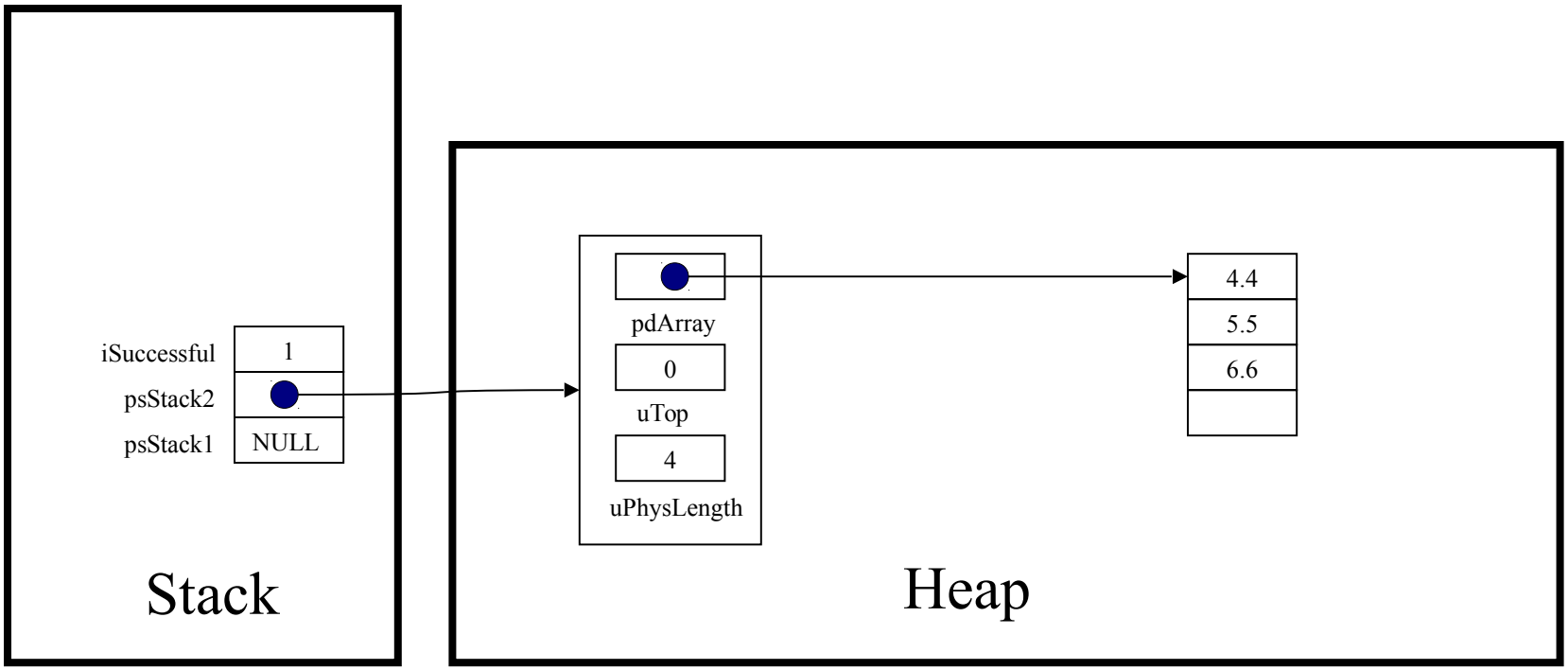
```
Stack_free(psStack2);
```



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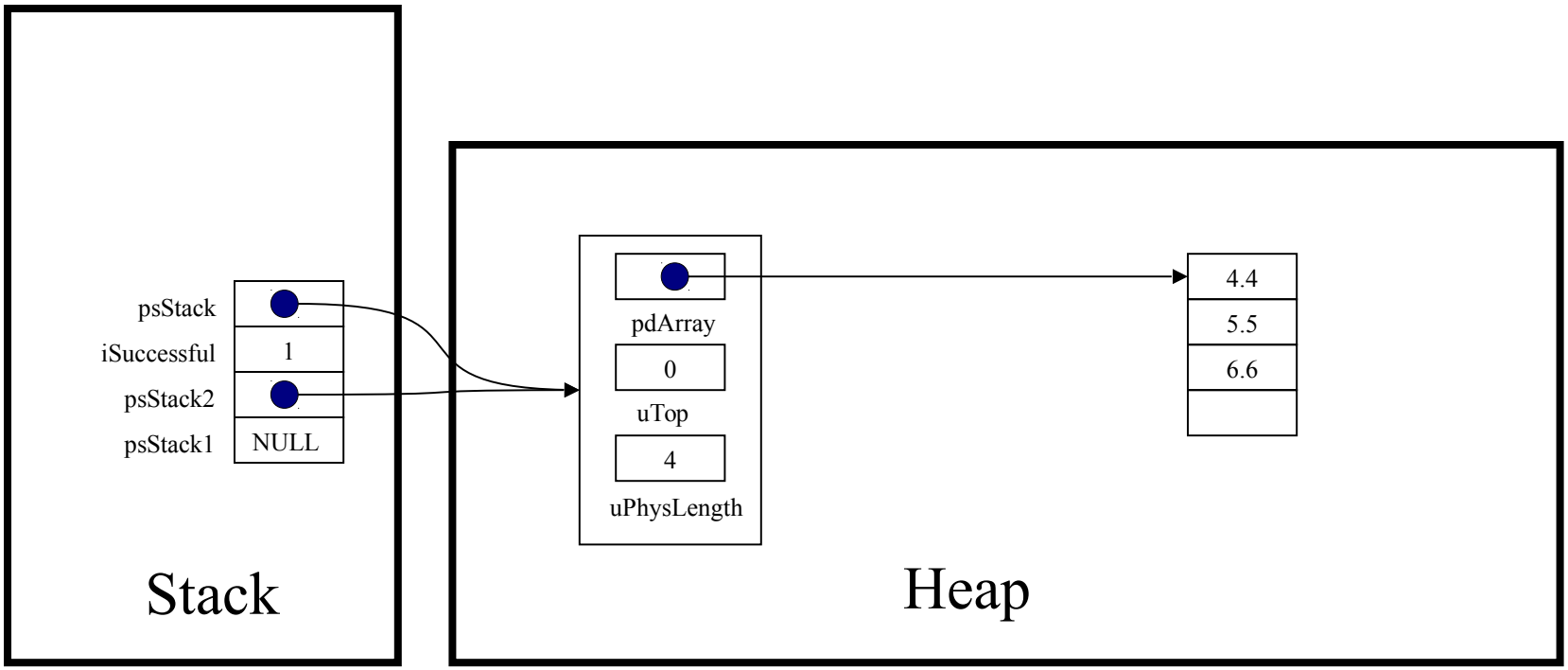
```
void Stack_free(struct Stack *psStack)
```



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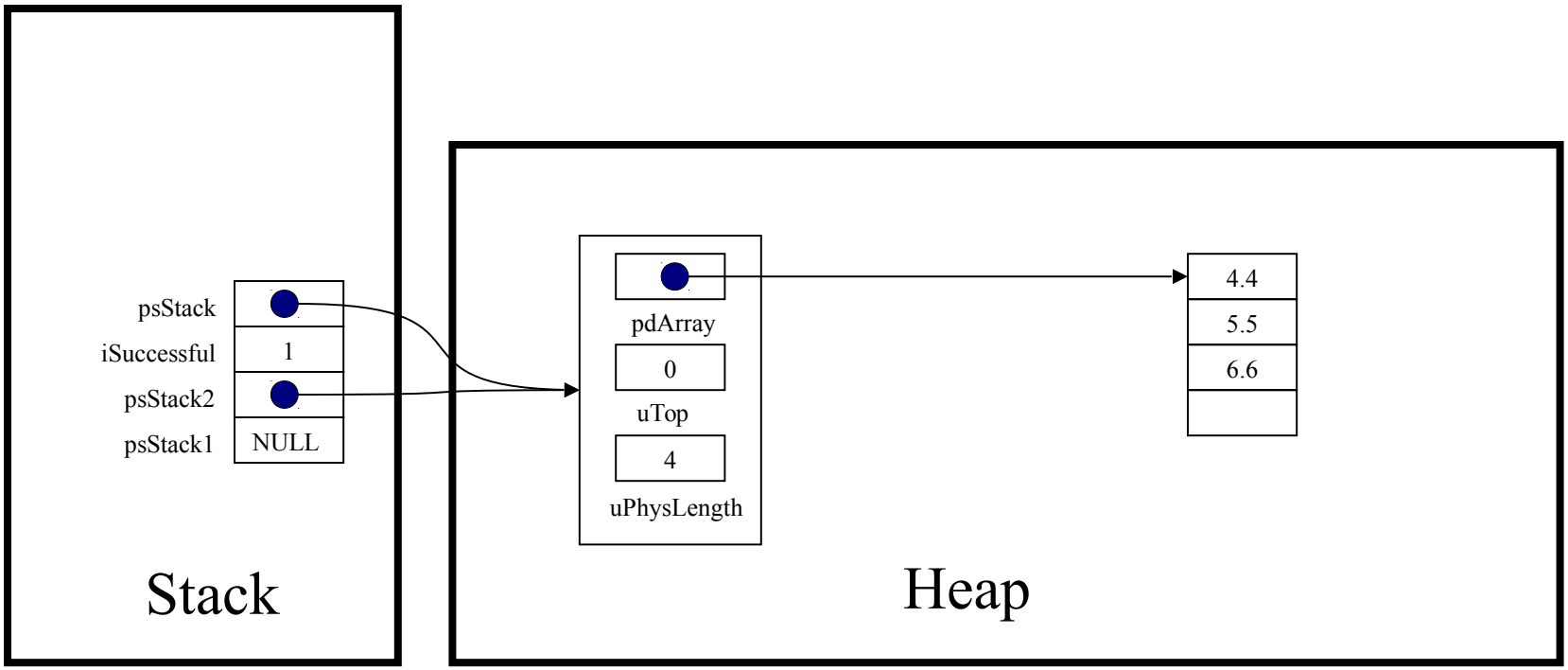
```
assert(psStack != NULL);
```



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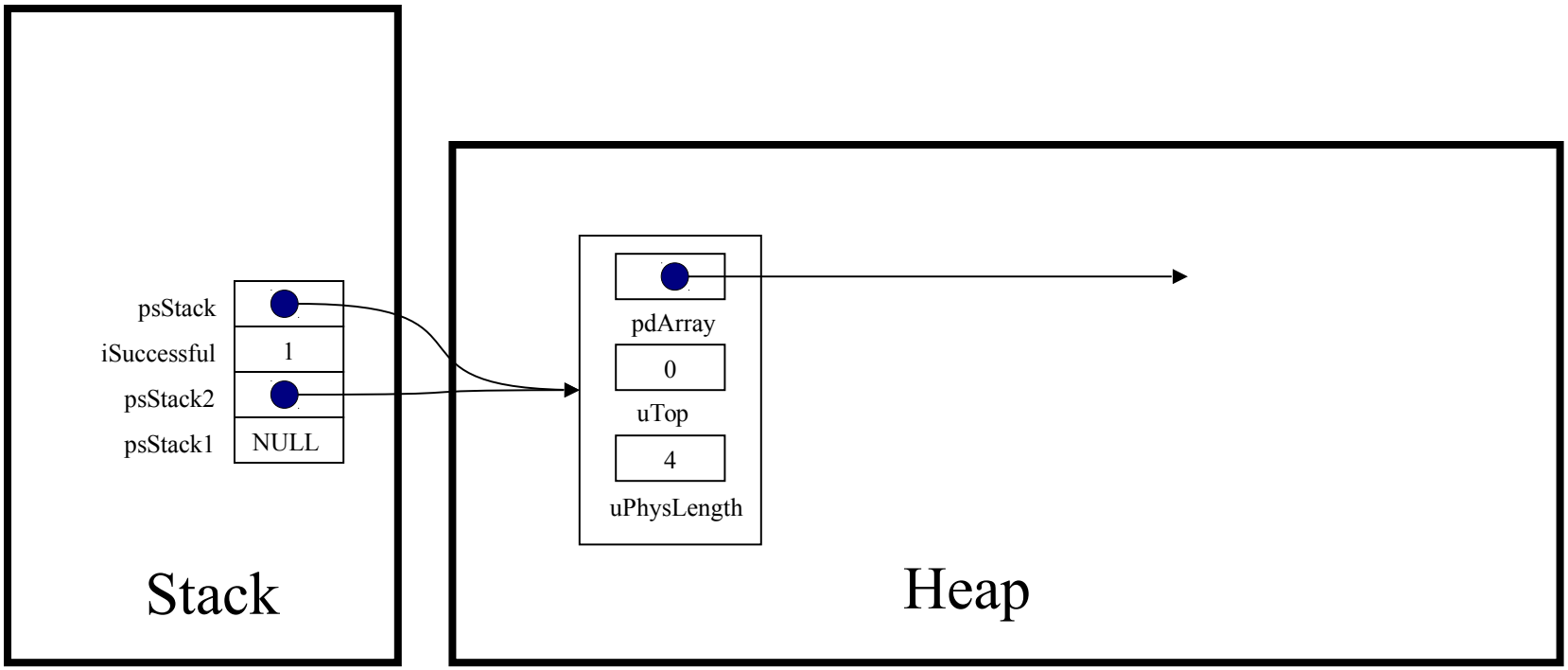
```
free(psStack->pdArray);
```



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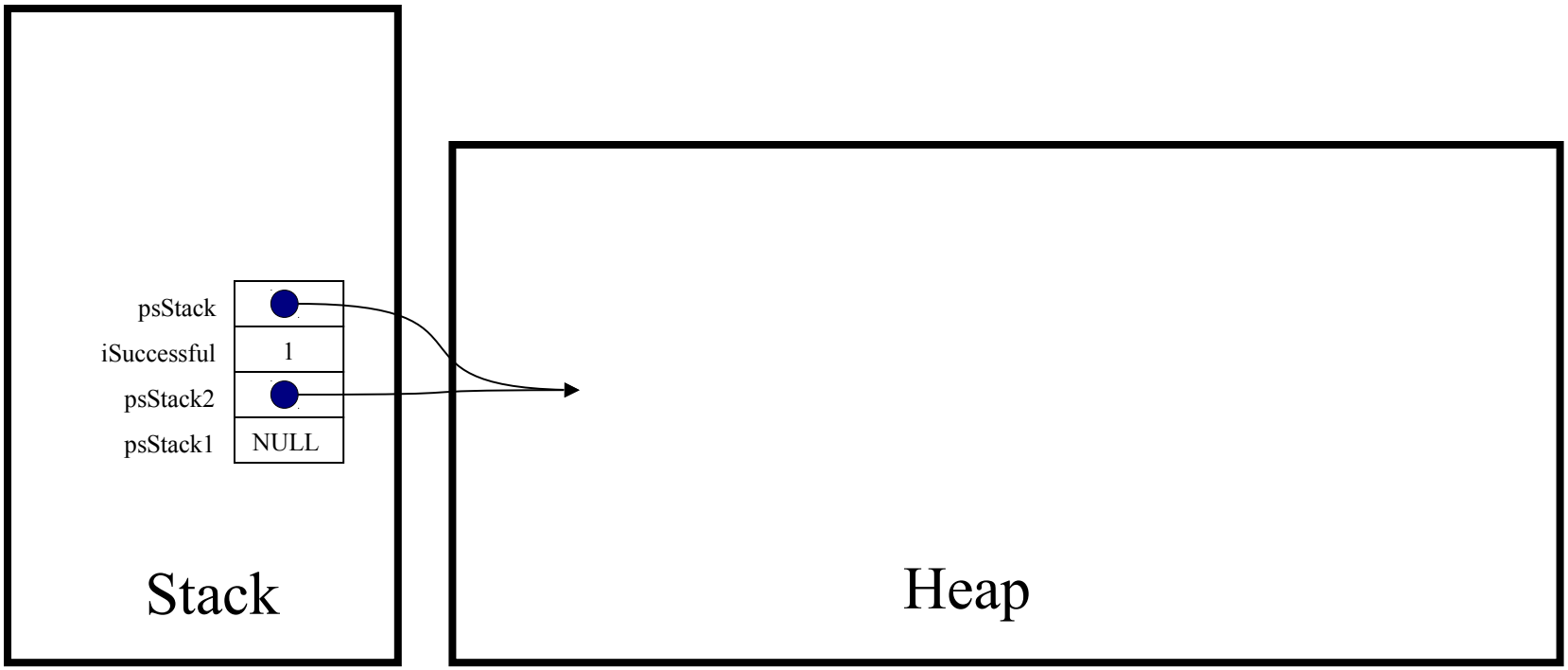
```
free(psStack);
```



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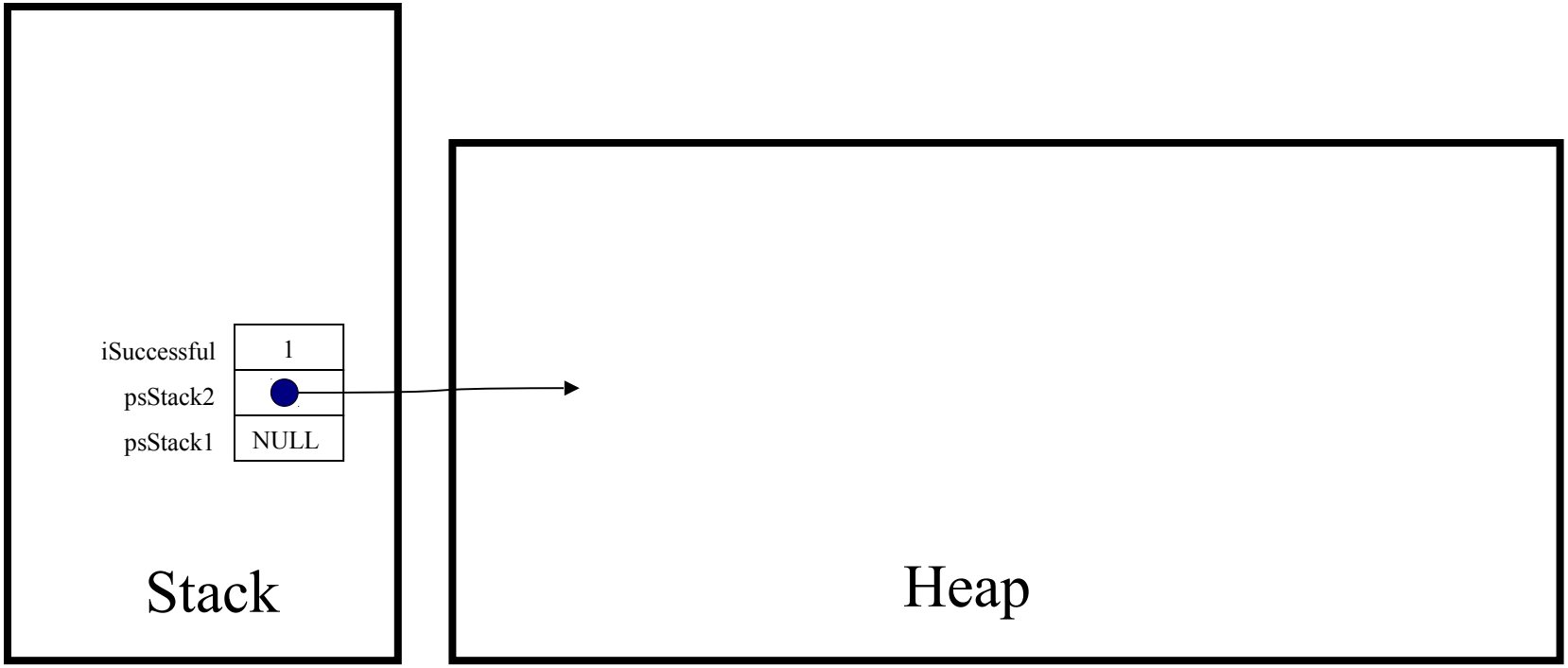
Implicit return



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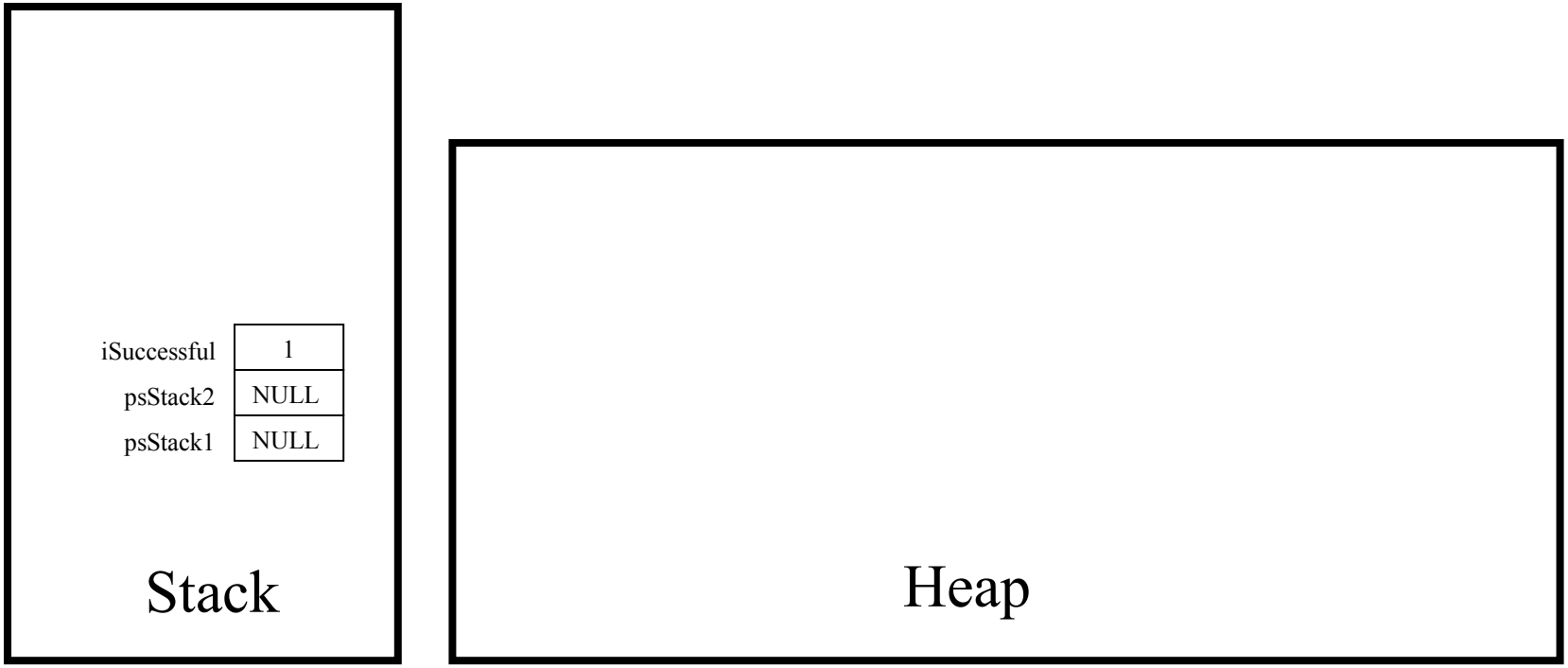
```
psStack2 = NULL;
```



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```
return 0;
```