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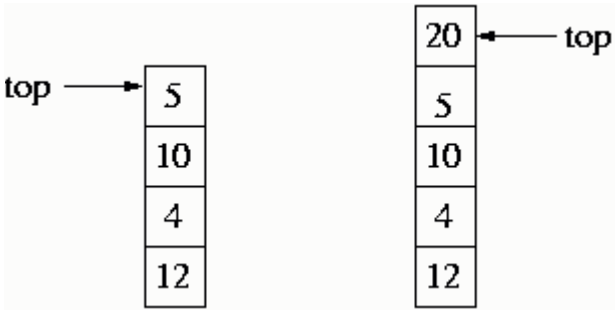

info *Pop(pointer S)*

```
if (S->Length == 0) return error
else
    x = Top(S);
    S->Length = S->Length –1;
    return x;
```

void *Push(info x, pointer S)*

```
if (S->Length == N) then error
else
    S->Length = S->Length + 1;
    S->Infos[S->Length-1] = x;
```

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Pop(): □(1)

Push(): □(1)

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