

**<<Interface>>
Stack**

```
union Data * stack  
union Data * data  
union Data * data1  
__code next  
__code whenEmpty
```

```
__code clear  
__code push  
__code pop  
__code pop2  
__code isEmpty  
__code get  
__code get2
```



SingleLinkedListStack

```
Stack createSingleLinkedListStack  
__code clearSingleLinkedListStack  
__code pushSingleLinkedListStack  
__code popSingleLinkedListStack  
__code pop2SingleLinkedListStack  
__code isEmptySingleLinkedListStack  
__code getSingleLinkedListStack  
__code get2SingleLinkedListStack
```