```
#include "stack1.h"
#include <stdlib.h>

struct stack
{
  void *element;
  stack next;
};

stack
stack_create(void)
{
  return NULL;
}

void
stack_push(stack s, void *element)
{
  stack temp = malloc(sizeof(struct stack));
  temp -> element = element;
  temp -> next = s;
  s = temp;
}
```