```
#include "stack4.h"
#include <stdlib.h>
#include <assert.h>

typedef struct list *list;

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

list
cons(void *element, list l)
{
  ...
}

struct stack
{
  list elements;
};

void
stack_pop(stack s)
{
  assert(!stack_empty(s));
  s -> elements = s -> elements -> next;
}

stack
stack_copy(stack s)
{
  stack temp = malloc(sizeof(struct stack));
  temp -> elements = s -> elements;
  return temp;
}
```