```
#include "stack8.h"
#include <stdlib.h>
#include <assert.h>

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

stack
stack_create(void)
{
  return NULL;
}

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

stack
stack_pop(stack s)
{
  return s -> next;
}
```

```
int
stack_empty(stack s)
{
  return s == NULL;
}

void *
stack_top(stack s)
{
  assert(!stack_empty(s));
  return s -> element;
}
```