Modularité (exemple)

stack.h

```
#ifndef STACK_H
#define STACK_H

struct stack;
typedef struct stack *stack;

/* create an empty stack */
extern stack stack_create(void);

/* destroy a (not necessarily empty) stack */
extern void stack_destroy(stack s);

/* return a true value iff the stack is empty */
extern int stack_empty(stack s);

/* push an element on top of the stack */
extern void stack_push(stack s, void *element);

/* pop the top element of the stack and return it */
extern void *stack_pop(stack s);

#endif
```