CSC148 - A client function for class Stack: size

```
class Stack:
    """A last-in-first-out (LIFO) stack of items.
    Stores data in last-in, first-out order. When removing an item from the
    stack, the most recently-added item is the one that is removed.
    def __init__(self) -> None:
        """Initialize a new empty stack."""
    def is_empty(self) -> bool:
        """Return whether this stack contains no items.
        >>> s = Stack()
        >>> s.is_empty()
        True
        >>> s.push('hello')
        >>> s.is_empty()
        False
        11 11 11
    def push(self, item: Any) -> None:
        """Add a new element to the top of this stack.
        n n n
    def pop(self) -> Any:
        """Remove and return the element at the top of this stack.
        >>> s = Stack()
        >>> s.push('hello')
        >>> s.push('goodbye')
        >>> s.pop()
        'goodbye'
        n n n
```

We are writing client code and need a function (outside the class) to determine the number of items on a stack.

1. Is the following a good solution? Explain.

```
def size(s: Stack) -> int:
    """Return the number of items in s.

>>> s = Stack()
>>> size(s)
0
>>> s.push('hi')
>>> s.push('more')
>>> s.push('stuff')
>>> size(s)
3
    """
count = 0
for _ in s:
    count += 1
return count
```

2. Is the following a good solution? Explain.

```
def size(s: Stack) -> int:
    """Return the number of items in s.
    """
    count = 0
    while not s.is_empty():
        s.pop()
        count += 1
    return count
```

3. Is the following a good solution? Explain.

```
def size(s: Stack) -> int:
    """Return the number of items in s.
    """
    return len(s._items)
```

4. Is the following a good solution? Explain.

```
def size(s: Stack) -> int:
    """Return the number of items in s.
    """
    s_copy = s
    count = 0
    while not s_copy.is_empty():
        s_copy.pop()
        count += 1
    return count
```

5. Given what you've learned, implement the function yourself on a separate sheet of paper.