

Lock-free Stack Template

```
1 void push(Job job) {
2     Node* newTop = new Node{job, nullptr};
3     Node* oldTop = top.load();
4     newTop->next.store(oldTop);
5     top.store(newTop);
6 }
7
8 std::optional<Job> try_pop() {
9     Node* oldTop = top.load();
10    if (oldTop == nullptr) return std::nullopt;
11    Node* newTop = oldTop->next.load();
12    top.store(newTop);
13    Job job = oldTop->job;
14    delete oldTop;
15    return oldTopValue;
16 }
```

