

```
1  #include<stdio.h>
2  #include<stdlib.h>
3  struct Node
4  {
5      int data;
6      struct Node *next;
7  }*top = NULL;
8  void push(int);
9  void pop();
10 void display();
11 void search();
12 void main()
13 {
14     int choice, value;
15     while(1)
16     {
17         printf("\n1.Push \n2.Pop \n3.Display \n4.
Search \n5.Exit\n");
18         printf("Enter your choice: ");
19         scanf("%d",&choice);
20         switch(choice)
21         {
22             case 1: printf("Enter the element to be insert:
\n");
23                 scanf("%d", &value);
24                 push(value);
25                 break;
26             case 2: pop();
27                 break;
28             case 3: display();
29                 break;
30             case 4: search();
31                 break;
32             case 5: exit(0);
33                 break;
```

```
34 default: printf("\nInvalid Choice\n");
35 }
36 }
37 }
38 void push(int value)
39 {
40     struct Node *newNode;
41     newNode = (struct Node*)malloc(sizeof(struct
Node));
42     newNode->data = value;
43     if(top == NULL)
44         newNode->next = NULL;
45     else
46         newNode->next = top;
47     top = newNode;
48     printf("Insertion is Success\n");
49 }
50 void pop()
51 {
52     if(top == NULL)
53         printf("Stack is Empty.\n");
54     else
55     {
56         struct Node *temp = top;
57         printf("The deleted element : %d \n", temp-
>data);
58         top = temp->next;
59         free(temp);
60     }
61 }
62 void display()
63 {
64     if(top == NULL)
65         printf("Stack is Empty.\n");
66     else
```



```

67 {
68     struct Node *temp = top;
69     while(temp->next != NULL)
70     {
71         printf("%d ",temp->data);
72         temp = temp -> next;
73     }
74     printf("%d NULL",temp->data);
75 }
76 }
77 void search()
78 {
79     struct Node *ptr;
80     int item,i=0,flag=0;
81     ptr = top;
82     if(ptr == NULL)
83     {
84         printf("Empty List\n");
85     }
86     else
87     {
88         printf("\nEnter item to be searched :");
89         scanf("%d",&item);
90         while (ptr!=NULL)
91         {
92             if(ptr->data == item)
93             {
94                 printf("Item found at location %d ",i+1);
95                 flag=1;
96             }
97             i++;
98             ptr = ptr -> next;
99         }
100         if(flag==0)
101         {
102             printf("Item not found\n");

```



```
101 {  
102 printf("Item not found\n");  
103 }  
104 }  
105 }
```

1.Push
2.Pop
3.Display
4.Search
5.Exit
Enter your choice: 2
Stack is Empty.

1.Push
2.Pop
3.Display
4.Search
5.Exit
Enter your choice: 3
Stack is Empty.

1.Push
2.Pop
3.Display
4.Search
5.Exit
Enter your choice: 1
Enter the element to be insert: 34
Insertion is Success

1.Push
2.Pop
3.Display
4.Search
5.Exit
Enter your choice: 4
Enter item to be searched :56
Item not found

1.Push
2.Pop
3.Display
4.Search
5.Exit
Enter your choice: 4
Enter item to be searched :34
Item found at location 1

1.Push
2.Pop
3.Display
4.Search
5.Exit
Enter your choice: 5