

LAB-1

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 5
```

```
int top = -1, stack[MAX];
```

```
void push();
```

```
void pop();
```

```
void display();
```

```
void main()
```

```
{ int ch;
```

```
while(1)
```

```
{
```

```
printf("\n*** Stack Menu ***");
```

```
printf("\n\n1. Push | n2. Pop | n3. Display  
| n4. Exit ");
```

```
printf("\n\nEnter your choice (1-4): ");
```

```
scanf("%d", &ch);
```

```
switch(ch) {
```

```
Case 1: push(); break;
```

```
Case 2: pop(); break;
```

```
Case 3: display();
```

```
break;
```

```
Case 4: exit(0);
```

```
default: printf("\n Wrong choice!");
```

```
>
```

```
>
```

```
>
```

```
void push() {
    int val;
    if (top == MAX - 1)
        printf("In stack is full!");
    else {
        printf("\n Enter element to push:");
        scanf("%d", &val);
        top = top + 1;
        stack[top] = val;
    }
}
```

```
void pop()
{
    if (top == -1)
        printf("In stack is empty!"), 
    else {
        printf("In Deleted element is %d", stack[top]);
        top = top - 1;
    }
}
```

```
void display()
{
    int i;
    if (top == -1)
        printf("In stack is empty!"), 
    else {
        printf("\n stack is... \n");
        for (i = top; i > 0; --i)
            printf("%d\n", stack[i]);
    }
}
```