## Singly Linked Stack - Push, Pop, Linear Searc...

```
#include<stdio.h>
#include<conio.h>
struct Node
int data;
struct Node *next;
}*top = NULL;
void push(int);
void pop();
void display();
int search();
void main()
struct node *p = NULL;
int choice, value, result;
printf("\n:: Stack using Linked List ::\n"); while(1)
printf("\n***** MENU *****\n");
printf("1. Push\n2. Pop\n3. Display\n4. Search\n5. Exit
\n");
printf("Enter your choice: ");
scanf("%d",&choice);
switch(choice)
```

```
case 1: printf("Enter the value to be insert:");
scanf("%d", &value);
push (value);
break:
case 2: printf("Enter the value to be delete:");
scanf("%d",&value);
pop (value);
break;
case 3: display ();
break;
case 4:printf ("Enter the value to be search:");
scanf("%d",&value);
result = search(p, value);
if (result)
{
printf("%d not found in the list.\n", value);
else
printf("%d found in the list.\n", value);
exit(&p);
search (value);
break;
case 5: exit (0);
default: printf("\nWrong selection!!!Please try again!!!
\n");
```

```
void push (int value)
struct Node *newNode;
newNode= (struct Node*)malloc(sizeof(struct Node));
newNode->data = value:
if(top == NULL)
newNode->next = NULL;
else
newNode->next = top;
top = newNode;
printf("\nInsertion is Success!!!\n");
void pop (int value)
if(top == NULL)
printf("\nStack is Empty!!!\n");
else
struct Node *temp = top;
printf("\nDeleted element: %d", temp->data);
top = temp->next;
free(temp);
void display ()
if(top == NULL)
printf("\nStack is Empty!!!\n");
else
```

```
struct Node *temp = top;
while(temp->next != NULL)
printf("%d--->",temp->data);
temp = temp -> next;
printf("%d--->NULL",temp->data);
int search (int value)
struct Node*temp;
temp= top;
while (temp != NULL)
if (temp->data != value)
temp = temp->next;
```





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                                    Stop
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                #include<stdio.h>
            9
                #include<conio.h>
  online
           10
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           11
debugger for
                struct Node
           12
  c/c++
           13 - {
               int data;
           14
  code.
               struct Node *next;
 compile.
           15
                }*top = NULL;
           16
run. debug.
           17
  share.
                void push(int);
           18
                void pop();
           19
   IDE
                void display();
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   Mv
           21
                int search();
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                void main()
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           24 - {
  new
                struct node *p = NULL;
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                int choice, value, resul
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                printf("\n:: Stack using
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                while(1)
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           29 - {
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                printf("\n***** MENU **
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                printf("1. Push\n2. Pop\
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  • GDB
                printf("Enter your choic
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                scanf("%d",&choice);
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 Credits •
                switch(choice)
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                switch(choice)
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                scanf("%d", &value);
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                push (value);
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                break:
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  code.
                case 2: printf("Enter th
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compile.
                scanf("%d",&value);
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run. debug.
           42
                pop (value);
  share.
                break;
           43
                case 3: display ();
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  IDE
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                break:
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                case 4:printf ("Enter th
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 Projects
               scanf("%d",&value);
           47
                result = search(p, value
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                if (result)
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                printf("%d not found in
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                printf("%d found in the
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                }
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               exit(&p);
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                search (value);
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                break:
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                case 5: exit ( 0 );
           60
```





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O Debug
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                default: printf("\nWrong
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                void push (int value)
           65
           66 - {
  code.
           67 struct Node *newNode:
 compile.
           68
                newNode= (struct Node*)
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                newNode->data = value;
  share.
           70
                else
           71
                newNode->next = top; top
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                void pop (int value)
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           74 - {
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                if(top == NULL)
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                printf("\nStack is Empty
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                else
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                struct Node *temp = top;
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                printf("\nDeleted elemen
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                top = temp->next;
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               free(temp);
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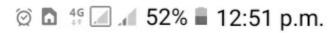
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                void display ()
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           87 if(top == NULL)
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                printf("%d--->",temp->d
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                 temp = temp -> next;
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                 }
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                 printf("%d--->NULL",tem
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                int search (int value)
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                 struct Node*temp;
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                 temp= top;
                 while (temp != NULL)
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                 {
                 if (temp->data != value
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                 temp = temp->next;
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                 }
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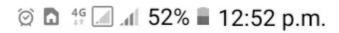




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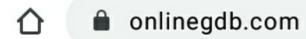


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Use • Contact Us • GDB	Enter your choice: 3 3>2>NULL ***** MENU *****
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