

## ALGORITHM:

### Singly linked Stack

Step 1: Start

Step 2: Declare the node and the required Variables

Step 3: Declare the functions for push, pop, display and search an element.

Step 4: Read the choice from the user

Step 5: If the user choose to push an element, then read the element to be pushed & call the function to push the element by passing the value to the function

Step 5.1: Declare the newnode & allocate memory for newnode

Step 5.2: Set  $\text{newNode} \rightarrow \text{data} = \text{value}$

Step 5.3: check if  $\text{top} == \text{null}$  then set  $\text{newNode} \rightarrow \text{next} = \text{null}$

Step 5.4: Set  $\text{newNode} \rightarrow \text{next} = \text{top}$

Step 5.5: Set  $\text{top} = \text{newNode}$  & then print insertion is Successful.

Step 6: If user choose to pop an element from the stack then call the function to pop the element

Step 6.1: check if  $\text{top} == \text{null}$  then print stack is empty

Step 6.2: Else declare a pointer variable temp & initialize it to top

Step 6.3: print the element that being deleted

Step 6.4 : set  $\text{temp} = \text{temp} \rightarrow \text{next}$

Step 6.5 : free the temp.

Step 7 : if the user choose to display then call the function to display the element in the stack

Step 7.1 : check if  $\text{top} = \text{null}$  then print stack is empty.

Step 7.2 : else declare a pointer variable temp & initialize it to top

Step 7.3 : Repeat steps below while  $\text{temp} \rightarrow \text{next} \neq \text{null}$

Step 7.4 : print  $\text{temp} \rightarrow \text{data}$ .

Step 7.5 : Set  $\text{temp} = \text{temp} \rightarrow \text{next}$

Step 8 : if the user choose to search an element from the stack then call the function to search an element.

Step 8.1 : Declare a pointer variable ptr and other necessary variable

Step 8.2 : initialize  $\text{ptr} = \text{top}$

Step 8.3 : check if  $\text{ptr} = \text{null}$  then print stack empty

Step 8.4 : else read the element to be searched

Step 8.5 : Repeat step 8.6 to 8.8 while  $\text{ptr} \neq \text{null}$

Step 8.6 : check if  $\text{ptr} \rightarrow \text{data} == \text{item}$  then print element founded and to be located and set  $\text{flag} = 1$



Step 8.7 : Else set flag = 0

(4)

Step 8.8 : increment  $i$  by 1 and set  $ptr = ptr \rightarrow next$

Step 8.9 : check if flag  $\leq 0$  then print the element not found.

Step 9 : End