

## Lab program - 1.

```
#include <stdio.h>
```

```
#define size 3
```

```
top = -1
```

```
void push(int[], int);
```

```
int pop(int[]);
```

```
void display(int[]);
```

```
int main()
```

```
{
```

```
    int stack[size], choice, element, ch;
```

```
    do
```

```
    { printf("Enter your choice \n");
```

```
      printf("1. Push \n 2. Pop \n 3. Display \n");
```

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

```
      switch(choice)
```

```
      { case 1: printf("Enter the element to be pushed\n");
```

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

```
        push(stack, element);
```

```
        break;
```

```
        case 2: element = pop(stack);
```

```
        if (element == -1)
```

```
            printf("Stack underflow \n");
```

```
        else
```

```
            printf("Popped element is %d \n", element);
```

```
        break;
```

```
        case 3: display(stack);
```

```
        break;
```

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

```
    }
```

```

printf("Do you want to continue? Press 0 to
stop, else press any other number\n");
scanf("%d", &ch);
} while (ch != 0);
return 0;
}

```

```

}
void push(int stack[], int ele)
{

```

```

    if (top == size-1)

```

```

    { printf("Stack overflow. This element cannot be
      added to stack.\n");

```

```

    }

```

```

    else

```

```

    { top++;

```

```

      stack[top] = ele;

```

```

    }

```

```

}

```

```

int pop(int stack[])
{

```

```

    int pop_ele;

```

```

    if (top == -1)

```

```

        return -1;

```

```

    else

```

```

    { pop_ele = stack[top];

```

```

      top--;

```

```

      return pop_ele;

```

```

    }

```

```

}

```

```

void display(int stack[])
{

```

```

    {

```

```
int i;  
printf("The stack elements are \n");  
for (i = top; i >= 0; i--)  
{  
    printf("%d\t", stack[i]);  
}  
printf("\n");
```

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