

```
#include <stdio.h>
#include <stdlib.h>
#define max10 5
#define max max2 5
int
```

Q1: The first element in stack 1 should be merged with the last element of stack 2, the second element of stack 1 to the second last element of stack 2 and so on. If an element in stack 1 or stack 2 is none, then the corresponding element in the other stack should be kept as it is in ~~the other~~ the merged stack.

Solⁿ:

```
#include <stdio.h>
#include <stdlib.h>
#define max10 size 5
#define max2 5
int top1 = -1, top2 = -1;
int stack1[size], stack2[size];
void push1(int ele)
{
    if (top1 == size - 1)
        printf("Stack is in overflow condition \n");
    else
    {
        top1++;
        stack1[top1] = ele;
    }
}
int pop1()
{
    if (top1 == -1)
```

(2)

6

top1++;

~~stack[top1] = ele;~~

}
{

printf("stack underflow\n");

return -1;

}
else

{

int x = stack[top1];

top1--;

return x;

}

}

void display1()

{

int i;

if(top1 == -1)

{
printf("stack is empty\n");

else

{

for (i = top1; i >= 0; i--)

{

printf("%d\n", stack[i]);

}

}

}

void push2(int ele)

{

if (top2 == size - 1)

printf("stack is in overflow condition\n");

else

{

top2++;

stack2[top2] = ele

}

}

(3)

```
int pop2()
```

```
{
```

```
    if (top2 == -1)
```

```
    { printf("stack underflow \n");
```

```
        return -1;
```

```
    }
```

```
    else
```

```
    {
```

```
        int x = stack2[top2]
```

```
        top2--;
```

```
        return x;
```

```
    }
```

```
}
```

```
void display2()
```

```
{
```

```
    int i;
```

```
    if (top2 == -1)
```

```
    { printf("stack is empty \n");
```

```
    else
```

```
    {
```

```
        for (i = top2; i >= 0; i--);
```

```
        printf("stack \n", stack2[i]);
```

```
    }
```

```
}
```

```
void merge()
```

```
{
```

```
    int t1, t2, i;
```

```
    int s1[size], s2[size];
```

```
    t1 = 0;
```

```
    t2 = -1;
```

```
    for (i = top2; i >= 0; i--)
```

```
    {
```

```
        t2++;
```

```
        s2[t2] = stack2[i];
```

```
    }
```

```
    int mergedlist[size]
```

(4)

t1 = top1,

i = 0;

while (t1 > 0 & t2 > 0)

{

mergedlist[i] = stack1[t1] < stack2[t2],

t1--;

t2--;

i++

}

while (t1 > 0)

{

mergedlist[i] = stack1[t1]

t1--;

i++

}

while (t2 > 0)

{

mergedlist[i] = stack2[t2];

t2--;

i++;

}

printf("Merged list is: \n");

for (int j = 0; j < i; j++)

printf("%d \n", mergedlist[j]);

}

int main()

{

int n = 1, ele;

int i = 0;

printf("Enter the elements of stack1: \n");

while (n != 0)

{

(5)

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

```
printf(" 1. Push  2. Pop  3. Display  4. Exit ");
```

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

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

```
if (n == 4)
```

```
break;
```

```
if (n == 1)
```

```
{ printf("Enter the element\n");
```

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

```
push1(ele);
```

```
}
```

```
else if (n == 2)
```

```
{ int popped = pop1();
```

```
printf("Element popped is : %d", popped);
```

```
}
```

```
else if (n == 3)
```

```
{ printf("The stack is:\n");
```

```
display1();
```

```
}
```

```
}
```

```
n = 1;
```

```
printf("Enter the elements of stack 2\n");
```

```
while (n != 4)
```

```
{ printf("\n Menu\n");
```

```
printf(" 1. Push  2. Pop  3. Display  4. Exit ");
```

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

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

```
if (n == 4)
```

```
break;
```

(6)

if (n == 1)

{

printf("Enter the element \n");

scanf("%d", &ele);

push2(ele);

}

else if (n == 2)

{

int pop_ele = pop2(stack1);

printf("Popped element is: %d", pop_ele);

}

else if (n == 3)

{

printf("The stack is: \n");

display2();

}

}

merged();

return 0;

}
