Rajalakshmi Engineering College

Name: ARJUN K

Email: 241501021@rajalakshmi.edu.in

Roll no: 241501021 Phone: 9944506466

Branch: REC

Department: I AI & ML FA

Batch: 2028

Degree: B.E - AI & ML



NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_COD_Question 5

Attempt : 1
Total Mark : 10
Marks Obtained : 10

Section 1: Coding

1. Problem Statement

Milton is a diligent clerk at a school who has been assigned the task of managing class schedules. The school has various sections, and Milton needs to keep track of the class schedules for each section using a stack-based system.

He uses a program that allows him to push, pop, and display class schedules for each section. Milton's program uses a stack data structure, and each class schedule is represented as a character. Help him write a program using a linked list.

Input Format

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the character onto the stack. If the choice is 1, the following input is a space-separated character, representing the class schedule to be pushed onto the stack.

Choice 2: Pop class schedule from the stack

Choice 3: Display the class schedules in the stack.

Choice 4: Exit the program.

Output Format

The output displays messages according to the choice and the status of the stack:

- If the choice is 1, push the given class schedule to the stack and display the following: "Adding Section: [class schedule]"
- If the choice is 2, pop the class schedule from the stack and display the following: "Removing Section: [class schedule]"
- If the choice is 2, and if the stack is empty without any class schedules, print "Stack is empty. Cannot pop."
- If the choice is 3, print the class schedules in the stack in the following:
- "Enrolled Sections: " followed by the class schedules separated by space.
- If the choice is 3, and there are no class schedules in the stack, print "Stack is empty"
- If the choice is 4, exit the program and display the following: "Exiting the program"
 - If any other choice is entered, print "Invalid choice"

Refer to the sample output for the exact format.

Sample Test Case

Input: 1 d

1 h

3

2

```
24,150,102,1
Output: Adding Section: d
Adding Section: h
Enrolls
    Removing Section: h
    Enrolled Sections: d
    Exiting program
    Answer
    #include <stdio.h>
    #include <stdlib.h>
                                                                                24,150,102,1
    struct Node {
   char data;
      struct Node* next;
    struct Node* top = NULL;
    void push(char value) {
      struct Node *newnode= (struct Node*)malloc(sizeof(struct Node));
      newnode->data=value;
      newnode->next=top;
      top=newnode;
      printf("Adding section: %c\n",value);
                                                     24,150,102,1
      return;
    void pop() {
      if(top==NULL){
        printf("Stack is empty.Cannot pop.\n");
        return;
      }
      struct Node *temp=top;
      top=top->next;
      printf("Removing Section: %c\n",temp->data);
      free(temp);
      return;
void displayStack() {
```

```
24,150,102,1
      if (top==NULL){
         printf("Stack is empty\n"
         return;
      struct Node*temp=top;
      printf("Enrolled Sections:");
      while(temp!=NULL){
         printf(" %c",temp->data);
         temp=temp->next;
      printf("\n");
    }
                                                                                 24,150,102,1
    int main() {
    int choice;
      char value;
      do {
         scanf("%d", &choice);
         switch (choice) {
           case 1:
             scanf(" %c", &value);
             push(value);
             break;
           case 2:
             pop();
             break;
           case 3:
             displayStack();
             break;
           case 4:
             printf("Exiting program\n");
             break;
           default:
             printf("Invalid choice\n");
      } while (choice != 4);
      return 0;
                                                      24,150,102,1
                                                                         Marks : 10/10
Status : Correct
```