#include<stdio.h>

#define SIZE 3

int top = -1;

void push(int stack[], int e);

int pop(int stack[]);

int peek(int stack[]);

int isEmpty(int stack[]);

int isFull(int stack[]);

void main()

{

int stack[SIZE] = {0};

push(stack, 80);

push(stack, 90);

push(stack, 70);

push(stack, 60);

int e1 = pop(stack);

e1 = peek(stack);

e1 = peek(stack);

e1 = peek(stack);

// if(e1==-9999)

// {

// // do something

// }

// else

// {

// //do something else

// }

}

void push(int stack[], int e)

{

if(isFull(stack))

{

printf("Stack overflow");

}

else

{

top = top + 1;

stack[top] = e;

printf("Element %d pushed into stack.\n", e);

}

}

int peek(int stack[])

{

if(isEmpty(stack))

{

printf("Stack is empty");

return -9999;

}

else

{

printf("Element %d peeked from stack.\n", stack[top]);

return stack[top];

}

}

int pop(int stack[])

{

if(isEmpty(stack))

{

printf("Stack is empty");

return -9999;

}

else

{

int e = stack[top];

top = top - 1;

printf("Element %d popped from stack.\n", e);

return e;

}

}

int isEmpty(int stack[])

{

return (top==-1);

}

int isFull(int stack[])

{

return (top==SIZE-1);

}