Program for stack using linked list

```
#include<stdio.h>
#include<stdlib.h>
Struct Node
{
Int data;
Struct Node *next;
}*top = NULL;
Void push(int);
Void pop();
Void display();
Void search();
Void main()
{
Int choice, value;
Printf("\n Stack using Linked List \n");
Printf(" ______");
While(1){
Printf("\n\n *** MENU *** \n\n");
Printf(" ~~~~~");
Printf("\n1. Push\n2. Pop\n3. Display\n4. Search\n5. Exit\n");
Printf("Enter your choice: ");
Scanf("%d", &choice);
Switch(choice){
Case 1: printf("Enter the value to be insert: ");
Scanf("%d", &value);
Push(value);
Break;
Case 2: pop(); break;
```

```
Case 3: display(); break;
Case 4: search(); break;
Case 5: exit(0); break;
Default: printf("\n Invalid selection \n");
}
}
}
Void push(int value)
{
Struct Node *newNode;
newNode = (struct Node*)malloc(sizeof(struct Node));
newNode->data = value;
if(top == NULL)
newNode->next = NULL;
else
newNode->next = top;
top = newNode;
printf("\nInsertion is Success\n");
}
Void pop()
{
If(top == NULL)
Printf("\nStack is Empty\n");
Else{
Struct Node *temp = top;
Printf("\nDeleted element: %d \n", temp->data);
Top = temp->next;
Free(temp);
}
```

```
}
Void display()
{
If(top == NULL)
Printf("\nStack is Empty\n");
Else
{
Struct Node *temp = top;
While(temp->next != NULL)
{
Printf("%d,",temp->data);
Temp = temp -> next;
}
Printf("%d",temp->data);
}
}
Void search()
Struct Node *ptr;
Int item,i=0,flag;
Ptr = top;
If(ptr == NULL)
{
Printf("\nEmpty List\n");
}
Else
{
Printf("\nEnter item which to be searched:");
Scanf("%d",&item);
```

```
While (ptr!=NULL)
{
If(ptr->data == item)
{
Printf("item found at location %d \n ",i+1);
Flag=1;
}
l++;
Ptr = ptr -> next;
}
If(flag==0)
{
Printf("Item not found \n");\\
}
}
}
```

OUTPUT

```
Stack using Linked List
*** MENU ***
1. Push
2. Pop
3. Display
4. Search
5. Exit
Enter your choice: 1
Enter the value to be insert: 10
Insertion is Success
*** MENU ***
1. Push
2. Pop
3. Display
4. Search
5. Exit
Enter your choice: 3
10
*** MENU ***
1. Push
2. Pop
3. Display
4. Search
5. Exit
Enter your choice:
```