```
Write a program to stimulable the marking of stack
Using an avery.
                            ASHUTOSH UPADHYAY
                            18m19CS027
Void pusu ()
   int val;
   if (top==max-1)
   E prints (" stack is full \n");
    else
     E point ( " Enter dement to puch : ").
      scant ("1.d", & val);
      top = top+ 1;
     Stack [top] = val;
 void popl )
@ if (top==-1)
 Sprintf (" Stack is empty m");
 Use
    E printf (" Deleted element is "I.d", stack [top]
    top = top-1;
```

```
Void display ()

{\(\frac{1}{2}\) \(\frac{1}{2}\) \(\frac{1}{2
                        if (top = = -1)
                                                                                             Print (" stack is empty 1 \n");
                                                  else
                                                                                                  printt ( struk is ... \n"
                                                                                               for (i = top; i>=0, --i
                                                                                                    Print P (" od in", stark [i]);
```