

Week: 01

- Q) write a program to simulate the working of stack using an array with the following
- (a) push (b) pop (c) peek display.

code:-

```
#include <stdio.h>
```

```
#define N 5
```

```
int stack [N]
```

```
int top = -1;
```

```
void push (int x)
```

```
{
```

```
    int x; // to store element to be pushed
```

```
    printf ("Enter the element to be pushed");
```

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

```
    if (top == N-1) {
```

```
        printf ("Stack overflow");
```

```
    } else {
```

```
        {
```

```
            top++;
```

```
            stack [top] = x;
```

```
        }
```

```
void pop ()
```

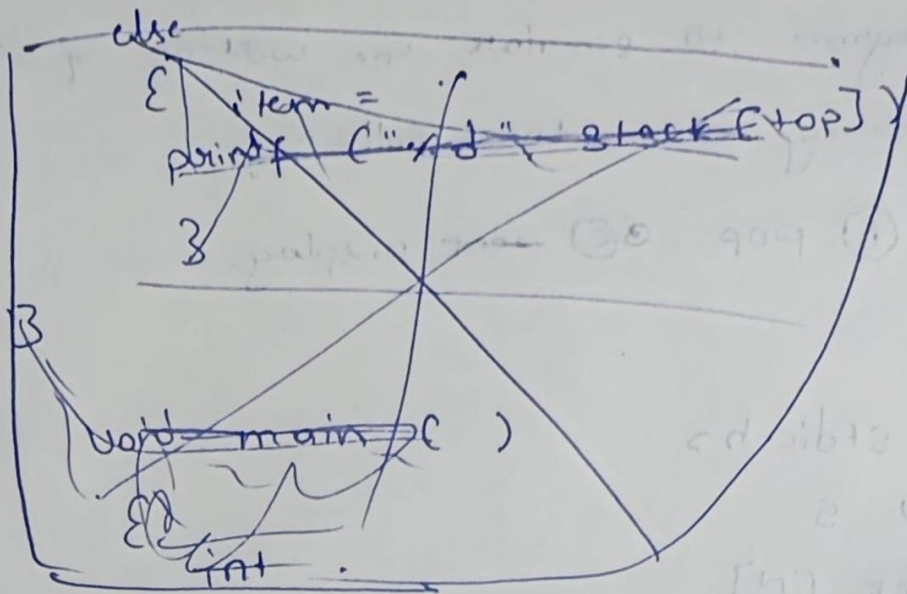
```
{    int item;
```

```
    if (top == -1)
```

```
    {
```

```
        printf ("underflow");
```

```
    }
```



else

```

{
    item = stack[top];
    top -- ;
    printf ("%d", item);
}

```

3

void peek ()

```

{
    if (top == -1)
    {
        "underflow"
    }
}

```

3
else

```

{
    printf ("%d", stack[top]);
}

```

3

3

~~void peek ()~~
~~{~~
~~int item;~~
~~if (top == -1)~~
~~{~~
~~printf ("underflow");~~
~~}~~
~~else~~
~~{~~
~~printf ("%d", stack[top]);~~
~~}~~

```
void main ( )
```

```
{
```

```
    int a ;
```

```
    printf ("Enter choice ; 1. push 2. pop 3. peek  
                4. display" );
```

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

```
    switch (a)
```

```
    {
```

```
        case 1: push ();
```

```
            break ;
```

```
        case 2: pop ();
```

```
            break ;
```

```
        case 3 : peek ();
```

```
            break ;
```

```
        case 4 : if (top == -1)
```

```
                    printf ("stack is empty");
```

```
            else
```

```
                for (inti = top; i > 0; i--)
```

```
                    printf ("%d", stack[top]);
```

```
                3
```

```
                break ;
```

```
            default : printf ("invalid choice")
```

```
                break.
```

O/P

Enter choice :

1. push
2. pop
3. Deek
4. Display
5. Exit

1

Enter the elements to be pushed : 4

Enter choice :

2.

The removed element is : 4

Enter choice :

3

stack is empty

Enter choice :

stack is empty

Enter choice :

Exiting

program