

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#define size 5
int count=0;
struct node{
int data;
struct node *next;
}; struct node *top=NULL;
void push(){
struct node *temp;
int item;
if(count==size){
printf("\noverflow");
}
else{
temp=(struct node*)malloc(sizeof(struct node));
printf("\nEnter value:");
scanf("%d",&item);
temp->data=item;
temp->next=top;
```

```
temp->next=top;
top=temp;
count=count+1;
}
}

void pop(){
struct node *temp;
if(top==NULL){
printf("\nunderflow");
}
else{
temp=top;
printf("\npopped element is %d",temp->data);
top=top->next;
count=count-1;
free(temp);
}
}

void display(){
struct node *temp;
printf("\nenter elements in the stack:\n");
```



```
[■]
printf("\nenter elements in the stack:\n");
if(top==NULL){
printf("\nunderflow");
}
else{
temp=top;
while(temp!=NULL){
printf("%d",temp->data);
temp=temp->next;
}
}
}
void main(){
int choice;
clrscr();
while(1){
printf("\nperform operations on stack:\n1) Push\n2) Pop\n");
printf("\nenter choice:");
scanf("%d",&choice);
switch(choice){
case 1: push(); break;

```

61:1



```
[ ]  
while(temp!=NULL){  
printf("%d",temp->data);  
temp=temp->next;  
}  
}  
}  
  
void main(){  
int choice;  
clrscr();  
while(1){  
printf("\nperform operations on stack:\n1) Push  
printf("\nenter choice:");  
scanf("%d",&choice);  
switch(choice){  
case 1: push(); break;  
case 2: pop(); break;  
case 3: display(); break;  
case 4: exit(0); break;  
}  
}  
}
```