STACK

1BM19CS044

```
Void push()
{
  int item;
Struct node *newnode;
 printf("Enter the element \n");
 Scanf("%d", &item);

newnode=(Struct node*) malloc(Sizeof(Struct node));
  newnode->data=item;
   newnode->next=NULL;
  if(top==NULL)
      top=newnode;
  else
  newnode->next=top;
  top=newnode;
}
```

```
Void pop( )
{
  if ( top = = NULL)
    Printf(" stack is empty");
    else
    {
  Printf(" element removed is %d:", top->data)
    top = top -> next;
    }
   }
```

```
Void insert()
{
  struct node *newnode;
newnode = (struct node *) mallo(sizeof(struct
                                         node))
Printf(" Enter the element);
  scanf("%d", &newnode->data);
  newnode->next = NULL;

  if(rear == NULL)
  {
     rear = newnode)
     front = newnode;
  }
else
{
  rear -> next = newnode;
     rear = newnode;
  }
}
```

Scanned with CamScanner

```
Void del()
{
   if (front == NULL)
  {
     Printf(" Queue is empty);
      return,
  }
  else
 {
  Printf(" Deleted ele is %d", front->data);
  if (front==rear)
    {
      Printf(" Queue is empty);
   front = NULL;
   rear= NULL;
  }
   else
   front = front -> next;
 }
}
```