```
void push()
{
    int item;
    struct node *newnode;
    printf(" Enter the element \n");
    scanf("%d", &item);

    newnode = (struct node *) malloc( size of(strct nod));
    newnode -> data = item;
    newnode -> next = NULL;
    if(top == NULL)
        top = newnode;
    else
        newnode -> next = top;
        top = newnode;
```

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```
Void POP()
{
    if (top == NULL)
        printf(" stack is empty");
    else
    {
        printf(" element removed is %d:", top→data);
        top = top→next;
    }
}
```