

Stack

Int main()
 { stack s — obj created
 1st constructor will evoke
 (stack is Empty)

Enter No of ele in stack : 2
 stack operations

- 1) Push
- 2) Pop
- 3) show
- 4) Exit

Enter your choice : 1

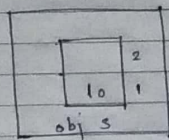
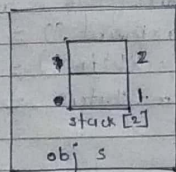
push funcn ()

1) $top == 2$
 $(0 == 2) \times$

else

Enter the value : 10

$top = top + 1 = 0 + 1 = 1$
 $stack[1] = 10$



Enter your choice : 1

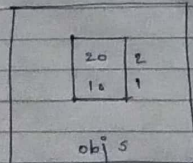
push funcn ()

$top == 2$
 $1 == 2 \times$

else

Enter the value : 20

$top = top + 1 = 1 + 1 = 2$
 $stack[2] = 20$



Enter your choice : 1

push funcn ()

$top == 2$
 $2 == 2 \checkmark$

"Overflow"

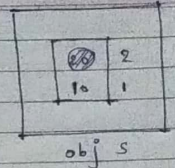
Enter your choice : 2

pop funcn ()

$top == 0$
 $2 == 0 \times$

else

$top = top - 1 = 1$



Enter your choice : 3

show funcn ()

$\{ for (i = top ; i > 0 ; i--)$

$i = 1 ; 1 > 0$

$stack[1] = 10$

Element in stack : 10

$i--$

$(i = 0 ; 0 > 0 ; i--) \times$

if $(top == 0)$

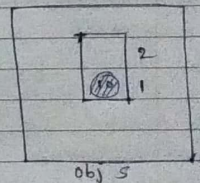
stack is Empty

Enter your choice : 2

pop funcn ()

$top == 0$
 $1 == 0 \times$

else $top = top - 1 = 0$



Enter your choice : 2

pop funcn ()

$top == 0$
 $0 == 0 \checkmark$

"Underflow"

Enter your choice : 4

Exit