STACK PUSH & POP

#include<stdio.h>

#include<stdlib.h>

#define MAX 3

int top=-1,stack[MAX];

void push();

void pop();

void display();

void main()

{

int ch;

while(1)

{

printf("\n Stack Menu ");

printf("\n\n1.Push an element\n2.Pop an element\n3.Display the elements\n4.Exit the menu");

printf("\n\nEnter your choice of menu:");

scanf("%d",&ch);

switch(ch)

{

case 1: push();

break;

case 2: pop();

break;

case 3: display();

break;

case 4: exit(0);

default: printf("\nWrong Choice!!");

}

}

}

void push()

{

int val;

if(top==MAX-1)

{

printf("\nStack is full!!");

}

else

{

printf("\nEnter element to push:");

scanf("%d",&val);

top=top+1;

stack[top]=val;

}

}

void pop()

{

if(top==-1)

{

printf("\nStack is empty!!");

}

else

{

printf("\nDeleted element is %d",stack[top]);

top=top-1;

}

}

void display()

{

int i;

if(top==-1)

{

printf("\nStack is empty!!");

}

else

{

printf("\nStack is...\n");

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

printf("%d\n",stack[i]);

}

}