

Program 1:

```
#include <stdio.h>

#include <stdlib.h>

#define n 3

int stack[n];

int top=-1;

void push()
{
    if(top>=n)
    {
        printf("Stack overflow.\n");
    }
    else
    {
        int x;

        printf("Enter element to be inserted\n");

        scanf("%d",&x);

        top++;

        stack[top]=x;
    }
}

void pop()
{
    if(top<=-1)
```

```
{  
    printf("Stack underflow.\n");  
}  
else  
{  
    int item;  
  
    printf("Enter element to be popped\n");  
  
    scanf("%d",&item);  
  
    printf("Element deleted is %d\n",stack[top]);  
  
    top--;  
}  
}  
  
void display()  
{  
    int i=0;  
  
    printf("Elements in stack are:\n");  
  
    for(i=top;i>=0;i--)  
    {  
        printf("%d ",stack[i]);  
    }  
  
    printf("\n");  
}  
  
void main()  
{  
  
    int choice;
```

```
while(choice!=4)
{
    printf("Enter 1 for push, 2 for pop, 3 for display, 4 to stop.\n");
    scanf("%d",&choice);
    switch(choice){
        case(1):
        {
            push();
            break;
        }
        case(2):
        {
            pop();
            break;
        }
        case(3):
        {
            display();
            break;
        }
    }
}
```

Output:

C:\Users\bmsce\Desktop\cs235\program-1.exe

```
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
1
Enter element to be inserted
2
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
1
Enter element to be inserted
4
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
1
Enter element to be inserted
6
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
1
Enter element to be inserted
8
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
1
Stack overflow.
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
3
Elements in stack are:
8 6 4 2
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
2
Enter element to be popped
2
Element deleted is 8
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
2
Enter element to be popped
2
Element deleted is 6
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
2
Enter element to be popped
2
Element deleted is 4
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
2
Enter element to be popped
2
Element deleted is 2
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
2
Stack underflow.
Enter 1 for push, 2 for pop, 3 for display, 4 to stop.
3
Elements in stack are:

Enter 1 for push, 2 for pop, 3 for display, 4 to stop.

```

