stack.c

```
printf("top element:%d\n",stack[top]);
}
int main()
{
int choice,value;
do{
printf("\n stack operations");
printf("\n 1.push");
printf("\n pop");
printf("\n peek");
printf("\n exit");
printf("\n enter your choice");
scanf("%d",&choice);
switch(choice)
{
case 1:
printf("\n enter the value to push");
scanf("%d",&value);
push(value);
break;
case 2:
pop();
break;
case 3:
peek();
break;
case 4:
printf("\n exiting../n");
break;
default:
printf("\n invalid choice");
}
}
while(choice!=4);
return 0;
}
```

```c
#include<stdio.h>
#define max_size 10
int stack[max_size];
int top=-1;
void push(int value)
{
if(top>=max_size-1)
{
printf("\n stack over flow");
return ;
}
stack[++top]=value;
printf("\n pushed %d onto stack",value);
}
void pop()
{
if(top==-1)
{
printf("\n stack underflow\n");
return;
}
printf("\n popped %d from the stack",stack[top--]);
}
void peek()
{
if(top==-1)
{
printf("\n stack is empty");
return;
}
printf("top element:%d\n",stack[top]);
}
int main()
{
int choice,value;
do{
```