

Experiment 1.

3. PEEK: The peek operation returns the value of the topmost element of the stack without deleting it from the stack

Step 1: IF TOP = NULL
print "STACK IS EMPTY"
Goto step 3

3 checks if the stack is empty 3

Step 2: Return STACK[TOP]

Step 3: END

4. isEmpty(): The isEmpty() operation is to test whether or not stack is Empty.

Step 1: IF TOP < 1
return true
else
return false

Step 2: END

5. isFull(): The isFull() operation is used to check if the stack is full or not.

Step 1: IF TOP = MAXSIZE
return true
else
return false

Step 2: END

6. Display : The Display operation is used to display any element from the stack

1. Display (TOP, i, a[i])

2. If TOP = 0 then
 Print "STACK EMPTY"
 exit

→ If this the case, it means the stack is empty.

3. ELSE

 For i = TOP to 0
 print a[i]

4. END

Conclusion : A stack ADT allows all data operations at one end only. At any time, we can only access the top element of a stack.

Program:

```
#include <iostream>

using namespace std;

int stack[10], n=10, top=-1;

void push(int val) {
    if(top>=n-1){
        cout<<"Stack Overflow"<<endl;
    }
    else {
        top++;
        stack[top]=val;
    }
}

void pop() {
    if(top<=-1){
        cout<<"Stack Underflow"<<endl;
    }
    else {
        cout<<"The popped element is "<< stack[top] <<endl;
        top--;
    }
}

void peek(){
    if(top<=-1){
        cout<<"Stack Underflow"<<endl;
    }
    else {
        cout<<"The top most element is : "<<stack[top]<<endl;
    }
}

void size(){
    int count = 0;
    if(top<=-1){
```

```

        cout<<"Stack Underflow"<<endl;
    }
    else {
        for (int i= top; i>=0; i--){
            count++;
        }
        cout<<"Size of the stack is:"<<count<<endl;
    }
}

```

```

void display() {
    if(top>=0) {
        cout<<"Stack elements are:";
        for(int i=top; i>=0; i--)
            cout<<stack[i]<<" ";
        cout<<endl;
    } else
        cout<<"Stack is empty";
}

int main() {
    int ch, val;
    cout<<"1) Push in stack"<<endl;
    cout<<"2) Pop from stack"<<endl;
    cout<<"3) Peek in stack"<<endl;
    cout<<"4) Size of the element"<<endl;
    cout<<"5) Display stack"<<endl;
    cout<<"6) Exit"<<endl;
    do {
        cout<<"Enter choice: "<<endl;
        cin>>ch;
        switch(ch) {

```

```
case 1: {  
    cout<<"Enter value to be pushed:"<<endl;  
    cin>>val;  
    push(val);  
    break;}  
case 2: {  
    pop();  
    break; }  
case 3: {  
    peek();  
    break;}  
case 4: {  
    size();  
    break;}  
case 5: {  
    display();  
    break;}  
case 6: {  
    cout<<"Exit"<<endl;  
    break; }  
default: {  
    cout<<"Invalid Choice"<<endl;  
    }  
    }  
while(ch!=6);  
    return 0;  
}
```

Output:

```
PS C:\Users\Harsh\OneDrive\Desktop\C++> cd "
1) Push in stack
2) Pop from stack
3) Peek in stack
4) Size of the element
5) Display stack
6) Exit
Enter choice:
1
Enter value to be pushed:
2
Enter choice:
2
The popped element is 2
Enter choice:
3
Stack Underflow
Enter choice:
4
Stack Underflow
Enter choice:
5
Stack is emptyEnter choice:
[]
```