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#include <stdio.h>
#include <conio.h>
#define SIZE 10
int top=0;
int a[SIZE];
void main ()
{
void push();
void pop();
void peep();
void display();
void update();

int choice;
do
{
clrscr();
printf("\n\t\t 1.PUSH /insert");
printf("\n\t\t 2.POP / Delete");
printf("\n\t\t 3.PEEP / Search");
printf("\n\t\t 4.DISPLAY");
printf("\n\t\t 5.UPDATE");
printf("\n\t\t 0.EXIT");

printf("\n\n\t Enter your Choice:=");
scanf("%d",&choice);

switch (choice)
{
case 1: push(); display();
break;
case 2: pop();
break;
case 3: peep();
break;
case 4: display();
break;
case 5: update();
break;
case 0: printf("\n\t bye....bye");
break;
default: printf("invalid choice");
break;
}
getch();
}while(choice!=0);
}

void push()
{
if(top == SIZE)
printf("\n\t stack is full");
else
{
printf("\n\t Enter any no:");
scanf("%d",&a[top]);
top++;
}
}

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}
void pop()
{
if(top == 0)
printf("\n\t stack is empty");
else
{
top--;
printf("\n\t Delete information=%d",a[top]);
}
}
void peep()
{
int i,j;
if(top == 0)
{
printf("\n\t stack is empty");
}
else
{
printf("\n\t Enter search value:+=");
scanf("%d",&j);

for(i=top-1;i>=0;i--)
{
if(a[i]==j)
{
printf("\n\t Serch value found on position=%d",top-i);
break;
}
}
if(i == -1)
{
printf("\n\t serach value not found");
}
}
}
void display()
{
int i;
if(top == 0)
printf("\n\t stack is empty");
else
{
for(i=top-1;i>=0;i--)
{
printf("\n\t %d",a[i]);
}
}
}

void update()
{
int i,j;
if(top == 0)
{
printf("\n\t stack is empty");
scanf("%d",&j);

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}  
for(i=top-1;i>=0;i--)  
{  
    if(a[i]==j)  
    {  
        printf("\n\t serach value foundon position=%d",top-1);  
        printf("\n\t enter new value:");  
        scanf("%d",&a[i]);  
        break;  
    }  
}  
if(i == -1)  
{  
    printf("\n\t update value not found");  
}  
}
```