

## PRG\_1(PUSH and POP)\_lab1

```
1  #include <stdio.h>
2  #define MAX 5
3
4  int stack[MAX];
5  int top = -1;
6
7  void push() {
8      int item;
9      if (top == MAX - 1) {
10         printf("Stack Overflow! Cannot push element.\n");
11     } else {
12         printf("Enter element to push: ");
13         scanf("%d", &item);
14         top++;
15         stack[top] = item;
16         printf("Element %d pushed into stack.\n", item);
17     }
18 }
19
20 void pop() {
21     if (top == -1) {
22         printf("Stack Underflow! Cannot pop element.\n");
23     } else {
24         printf("Popped element: %d\n", stack[top]);
25         top--;
26     }
27 }
28
29 void display() {
30     int i;
31     if (top == -1) {
32         printf("Stack is empty.\n");
33     } else {
34         printf("Stack elements are:\n");
35         for (i = top; i >= 0; i--) {
36             printf("%d\n", stack[i]);
37         }
38     }
39 }
40
41 int main() {
42     int choice;
43
44     while (1) {
45         printf("\n--- Stack Menu ---\n");
46         printf("1. Push\n");
47         printf("2. Pop\n");
48         printf("3. Display\n");
49         printf("4. Exit\n");
50         printf("Enter your choice: ");
51         scanf("%d", &choice);
52
53         switch (choice) {
54             case 1:
55                 push();
56                 break;
57             case 2:
58                 pop();
59                 break;
60             case 3:
61                 display();
62                 break;
63             case 4:
64                 printf("Exiting program.\n");
65                 return 0;
66             default:
67                 printf("Invalid choice! Try again.\n");
68         }
69     }
70
71     return 0;
72 }
```

## OUTPUT:

```
--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter element to push: 20
Element 20 pushed into stack.

--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter element to push: 30
Element 30 pushed into stack.

--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 3
Stack elements are:
30
20
10

--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 2
Popped element: 30

--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 4
Exiting program.

Process returned 0 (0x0)   execution time : 31.339 s
Press any key to continue.
```