-STACK

#include <stdio.h>

void push(int);

int pop();

int stack\_full();

int stack\_empty();

int stack[10] = { 0, };

int command;

int push\_int;

int counter;

void main() {

for (int i = 0; i < 100; i++) {

printf("\nWhat will you do? (1 == push / 2 == pop : ");

scanf\_s("%d",&command);

if (command == 1) {

printf("What integer will you push? :");

scanf\_s("%d", &push\_int);

push(push\_int);

}

else if (command == 2); {

pop();

}

}

}

void push(int push\_int) {

if (stack\_full() == 1) {

printf("\nArray is full!");

}

else stack[counter] == push\_int;

};

int pop() {

stack\_full();

if (stack\_empty() == 1) {

printf("\nArray is empty!");

}

else stack[counter] == -1;

return 1;

};

int stack\_full() {

for (int j = 0; j < 10; j++) {

if (stack[j] != '\0') {

counter++;

}

else (stack[j] == '\0'); {

break;

}

}

if (counter == 10) return 1;

else return 0;

};

int stack\_empty() {

if (stack[0] == '\0') return 1;

else return 0;

};

-QUEUE

#include <stdio.h>

void push(int);

int pop();

int queue\_full();

int queue\_empty();

void main(){

for (int i = 0; i < 100; i++) {

printf("\nWhat will you do? (1 == push / 2 == pop : ");

scanf\_s("%d", &command);

if (command == 1) {

printf("What integer will you push? :");

scanf\_s("%d", &push\_int);

push(push\_int);

}

else if (command == 2); {

pop();

}

}

}