program

```
#include <stdio.h>
#include <stdlib.h>
struct node
{
int data;
struct node *next
}
*top = NULL;
void push (int);
void pop ();
void display();
void search()
void main()
{
int choice, value;
printf("\n stack using linked list\n");
printf(" - -- ");
while(1)
{
printf("\n ** menu **\n");
printf("\n pop \n push \n display \n search \n exit\n");
printf("Enter your choice:");
scanf("%d",&choice);
switch (choice) {
case 1: printf("Enter the value to be insert:");
scanf("%d", &value);
push (value)
Break
case 2 : pop (); break;
```

```
case 3 : display (); break;
case 4 : search () ; break;
case 5 : exit () ; break;
Default ; printf ("\n Invalid selection \n");
}
}
}

void push (int value)
{
struct node * newnode;
newnode = (struct Node *) malloc (sizeof (struct
newnode => data = value;
if (top == NULL)
newNode -> next = NULL;
else
Newnode -> next top;
top = newNode -> next = top;
top Newnode;
}
void pop ()
{
Struct Node * temp;
temp = top
*op = temp -> next;
free (temp);
}
Void display ()
{ if ( top == NULL)
```

```
printf ( "\n Display ");

    else
      {
      struct node * temp = top;
      while (temp -> next != NULL )
     {
       printf ( "%d ", temp -> data);
       temp = temp -> next;
      }
      printf ("%d ", temp -> data);
   }
}
```

output

```
push
pop
Display
Exit
Enter your choice : 1
enter the value to be insert 10
 insersion is success

push
pop
Displg
exit
Enter your choice 3
```