```
#include<stdio.h>
#include<stldlib.h>

struct Node

{

   int data;

   struct Node *next;

}*top = NULL;


void push(int);

void pop();

void display();


void main()

{

   int choice, value;

   clrscr();

   printf("\n:: Stack using Linked List ::\n");

   while(1)
{

      printf("\n****** MENU ******\n");

      printf("1. Push\n2. Pop\n3. Display\n4. 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: exit(0);
            default: printf("\nWrong selection!!! Please try again!!!\n");
      }
   }
}
void push(int value)
{
   struct Node *newNode;
   newNode = (struct Node*)malloc(sizeof(struct Node));
   newNode->data = value;
   if(top == NULL)
      newNode->next = NULL;
   else
      newNode->next = top;
   top = newNode;
```

```
   printf("\nInsertion is Success!!!\n");
}
void pop()
{
   if(top == NULL)
      printf("\nStack is Empty!!!\n");
   else{
      struct Node *temp = top;
      printf("\nDeleted element: %d", temp->data);
      top = temp->next;
      free(temp);
   }
}
void display()
{
   if(top == NULL)
      printf("\nStack is Empty!!!\n");
   else{
      struct Node *temp = top;
      while(temp->next != NULL){
            printf("%d--->",temp->data);
            temp = temp -> next;
```

```
        }

        printf("%d--->NULL",temp->data);

    }

}
```