Stack operations using Array

CODE:

```
#include<stdio.h>
#include<stdlib.h>
#define size 5 int stack[size];
int top = -1;
void push(){
  int x; if(top == size -1){
    printf("\n Stack in Overflow Condition");
  else{
    printf("\nEnter the data value: ");
                                          scanf("%d",&x);
                                                                           stack[top] = x;
                                                               top++;
  }
  display();
void pop(){ if(top==-1){
    printf("\n Stack in Underflow Condition");
  else{
    printf("\nThe Dequeued element is: %d",stack[top]);
  display();
void peek(){ if(top == -1){
    printf("\n Stack in Underflow Condition");
  else{
    printf("\nThe element at the top is: %d",stack[top]);
}
void isFull(){    if(top == size -1){
    printf("\n Stack in Overflow Condition");
  else{
    printf("\n Stack in not in Overflow Condition");
}
void isEmpty(){  if(top == -1){
    printf("\n Stack in Underflow Condition");
  else{
    printf("\n Stack in not in Underflow Condition");
 }
}
void display(){
  int x; if(top == -1){
    printf("\n Stack in Underflow Condition");
  }
  else{
    printf("\nThe elements in the stack are:\t");
                                                     x = top;
                                                                  while(x!=-1){
                                                                                      printf("\t%d",stack[x]);
    }
 }
void main(){    int choice=0;    while(1){
    printf("\n\n-----");
    printf("\n1: Push\n2: Pop\n3: Peek\n4: Is Full?\n5: Is empty\n0: Exit Loop");
                                                                                     printf("\nENter your Choice: ");
                                                                                                                         scanf("%d",&choice);
    switch (choice)
            case 1:{
                             push();
                                              break;
                                               break;
              case 2:{
                             pop();
```

```
case 3:{
                            peek();
                                           break;
           case 4:{
                            isFull();
                                           break;
    }
           case 5:{
                            isEmpty();
                                             break;
    }
    }
           case 0:{
                            break;
    }
    default:{
      printf("\nInvalid Input !! Try again\n");
   }
  }
  if(choice==0){
    printf("\nLoop is successfully exited");
    break;
 }
}
```

OUTPUT:

```
-----MENU-----
1: Push
2: Pop
3: Peek
4: Is Full?
5: Is empty
0: Exit Loop
ENter your Choice: 1
Enter the data value: 1
The elements in the stack are:
                                     1
-----MENU-----
1: Push
2: Pop
3: Peek
4: Is Full?
5: Is empty
0: Exit Loop
ENter your Choice: 1
Enter the data value: 2
The elements in the stack are:
                              2
                                            1
-----MENU-----
1: Push
2: Pop
3: Peek
4: Is Full?
5: Is empty
0: Exit Loop
ENter your Choice: 2
The Dequeued element is: 2
The elements in the stack are:
```