

3. Develop a menu driven Program in C for the following operations on STACK of Integers (Array Implementation of Stack with maximum size MAX)

- a. Push an Element on to Stack
- b. Pop an Element from Stack
- c. Demonstrate how Stack can be used to check Palindrome
- d. Demonstrate Overflow and Underflow situations on Stack
- e. Display the status of Stack
- f. Exit

```
#include<stdio.h>

#include<stdlib.h>

#define MAX 3

int s[MAX];
int top = -1;

void push(int item);
int pop();
void palindrome();
void display();

void main()
{
    int choice, item;
    while (1)
    {
        printf("\n\n\n\n-----Menu----- : ");
        printf("\n=>1.Push an Element to Stack and Overflow demo ");
        printf("\n=>2.Pop an Element from Stack and Underflow demo");
        printf("\n=>3.Palindrome demo ");
        printf("\n=>4.Display ");
        printf("\n=>5.Exit");
        printf("\nEnter your choice: ");
        scanf("%d", &choice);
        switch (choice)
        {
            case 1:
                printf("\nEnter an element to be pushed: ");
                scanf("%d", &item);
                push(item);
                break;
            case 2:
                item = pop();
                if (item != -1)
                    printf("\nElement popped is: %d", item);
                break;
            case 3:
                palindrome();
                break;
            case 4:
                display();
                break;
            case 5:
                exit(1);
            default:
                printf("\nPlease enter valid choice ");
        }
    }
}
```

```

        break;
    }
}

void push(int item)
{
    if (top == MAX - 1)
    {
        printf("\n-----Stack overflow-----");
        return;
    }

    top = top + 1;
    s[top] = item;
}

int pop()
{
    int item;
    if (top == -1)
    {
        printf("\n-----Stack underflow-----");
        return -1;
    }
    item = s[top];
    top = top - 1;
    return item;
}

void display()
{
    int i;
    if (top == -1)
    {
        printf("\n-----Stack is empty-----");
        return;
    }
    printf("\nStack elements are:\n ");
    for (i = top; i >= 0; i--)
        printf("| %d |", s[i]);
}

void palindrome()
{
    int flag = 1, i;
    printf("\nStack content are:\n");
    for (i = top; i >= 0; i--)
        printf("| %d |", s[i]);

    printf("\nReverse of stack content are:\n");
    for (i = 0; i <= top; i++)
        printf("| %d |", s[i]);

    for (i = 0; i <= top / 2; i++)
    {
        if (s[i] != s[top - i])
        {
            flag = 0;
            break;
        }
    }
}

```

```

    }
}
if (flag == 1)
{
    printf("\nIt is palindrome number");
}
else
{
    printf("\nIt is not a palindrome number");
}
}
}

```

OUTPUT

```

-----Menu-----
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 1
Enter an element to be pushed: 11

-----Menu----- :
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 1
Enter an element to be pushed: 12

-----Menu----- :
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 1
Enter an element to be pushed: 13

-----Menu----- :
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 1
Enter an element to be pushed: 14
-----Stack overflow-----

```

-----Menu----- :

- =>1.Push an Element to Stack and Overflow demo
- =>2.Pop an Element from Stack and Underflow demo
- =>3.Palindrome demo
- =>4.Display
- =>5.Exit

Enter your choice: 4

Stack elements are:

| 13 |
| 12 |
| 11 |

-----Menu----- :

- =>1.Push an Element to Stack and Overflow demo
- =>2.Pop an Element from Stack and Underflow demo
- =>3.Palindrome demo
- =>4.Display
- =>5.Exit

Enter your choice: 2

Element popped is: 13

-----Menu----- :

- =>1.Push an Element to Stack and Overflow demo
- =>2.Pop an Element from Stack and Underflow demo
- =>3.Palindrome demo
- =>4.Display
- =>5.Exit

Enter your choice: 4

Stack elements are:

| 12 |
| 11 |

-----Menu----- :

- =>1.Push an Element to Stack and Overflow demo
- =>2.Pop an Element from Stack and Underflow demo
- =>3.Palindrome demo
- =>4.Display
- =>5.Exit

Enter your choice: 2

Element popped is: 12

-----Menu----- :

- =>1.Push an Element to Stack and Overflow demo
- =>2.Pop an Element from Stack and Underflow demo
- =>3.Palindrome demo
- =>4.Display
- =>5.Exit

Enter your choice: 2
Element popped is: 11

-----Menu----- :
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 2
-----Stack underflow-----

-----Menu----- :
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 4
-----Stack is empty-----

-----Menu----- :
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 1
Enter an element to be pushed: 11

-----Menu----- :
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 1
Enter an element to be pushed: 22

-----Menu----- :
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit

Enter your choice: 1
Enter an element to be pushed: 11

-----Menu----- :

```
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit
```

Enter your choice: 3

Stack content are:

```
| 11 |
| 22 |
| 11 |
```

Reverse of stack content are:

```
| 11 |
| 22 |
| 11 |
```

It is palindrome number

-----Menu----- :

```
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit
```

Enter your choice: 2

Element popped is: 11

-----Menu----- :

```
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit
```

Enter your choice: 2

Element popped is: 22

-----Menu----- :

```
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
=>5.Exit
```

Enter your choice: 1

Enter an element to be pushed: 33

-----Menu----- :

```
=>1.Push an Element to Stack and Overflow demo
=>2.Pop an Element from Stack and Underflow demo
=>3.Palindrome demo
=>4.Display
```

=>5.Exit

Enter your choice: 1

Enter an element to be pushed: 22

-----Menu----- :

=>1.Push an Element to Stack and Overflow demo

=>2.Pop an Element from Stack and Underflow demo

=>3.Palindrome demo

=>4.Display

=>5.Exit

Enter your choice: 3

Stack content are:

| 22 |

| 33 |

| 11 |

Reverse of stack content are:

| 11 |

| 33 |

| 22 |

It is not a palindrome number

-----Menu----- :

=>1.Push an Element to Stack and Overflow demo

=>2.Pop an Element from Stack and Underflow demo

=>3.Palindrome demo

=>4.Display

=>5.Exit

Enter your choice: 5