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LP # 1

WAP to simulate the working of stack using an array with the following a) push b) pop. c) display. The prog. should print appropriate message for stack overflow and underflow.

#include <stdio.h>

void push();

void pop();

void display();

int stack[100], choice, n, top, x, i;

int main()

{

top = -1;

printf("Enter size of stack (max = 100): ");

scanf("%d", &n);

printf("\n 1. push\n 2. pop\n 3. display\n 4. exit");

do

{

printf("\n Enter option number to be performed: ");

scanf("%d", &choice);

switch(choice)

{

case 1: {push();

break;

}


```
case 2: {
```

```
    pop(); break;  
}
```

```
case 3: {
```

```
    display(); break;  
}
```

```
case 4: {
```

```
    printf("\n exit");  
    break;  
}
```

```
default: {
```

```
    printf("\n invalid choice");  
}
```

```
while (choice != 4);
```

```
    return 0;
```

```
}
```

```
void push()  
{
```

```
    if (top >= n-1)  
    {
```

```
        printf("\n Stack overflow");  
    }
```


else {

printf("Enter a value to be pushed :");

scanf("%d", &x);

top++;

stack[top] = x;

}

}

void pop()

{

if (top <= -1)

{

printf("\n Stack underflow / empty");

}

else {

printf("\n!- The deleted element is %d", stack[top]);

top--;

}

}

void display()

{

if (top >= 0)

{

printf("\n The elements in the stack : \n");

for (i = top; i >= 0; i--)


```
printf( "\n %d", stack[i]);  
}  
else  
{  
printf( "\n Stack is empty ");  
}  
}
```