

# DATA STRUCTURE

## DAY 03 , 26/07/24 , CSA0390

### 1 . write a c programming of stack of using array .

```
#include <stdio.h>

#include <stdlib.h>

#define MAX_SIZE 100

int stack[MAX_SIZE];

int top = -1;

void push(int value) {
    if (top == MAX_SIZE - 1) {
        printf("Stack Overflow\n");
        return;
    }
    stack[++top] = value;
}

void pop() {
    if (top == -1) {
        printf("Stack Underflow\n");
        return;
    }
    top--;
}

int peek() {
    if (top == -1) {
```

```

        printf("Stack is empty\n");

        return -1;

    }

    return stack[top];
}

int main() {
    push(10);
    push(20);
    push(30);
    printf("Top element: %d\n", peek());
    pop();
    printf("Top element after popping: %d\n", peek());
    return 0;
}

```

### **output :**

Top element: 30

Top element after popping: 20

## **2 . write a c programming of stack using linked list .**

```

#include <stdio.h>

#include <stdlib.h>

struct Node {
    int data;
    struct Node* next;
};

struct Node* top = NULL;

```

```
void push(int value) {  
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));  
    newNode->data = value;  
    newNode->next = top;  
    top = newNode;  
}  
  
void pop() {  
    if (top == NULL) {  
        printf("Stack is empty\n");  
        return;  
    }  
    struct Node* temp = top;  
    top = top->next;  
    free(temp);  
}  
  
int peek() {  
    if (top == NULL) {  
        printf("Stack is empty\n");  
        return -1;  
    }  
    return top->data;  
}  
  
void display() {  
    struct Node* temp = top;  
    if (temp == NULL) {
```

```

        printf("Stack is empty\n");

        return;
    }

    printf("Stack elements: ");

    while (temp != NULL) {

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

        temp = temp->next;

    }

    printf("\n");
}

int main() {

    push(10);

    push(20);

    push(30);

    display();

    printf("Top element: %d\n", peek());

    pop();

    display();

    printf("Top element after pop: %d\n", peek());

    return 0;

}

```

### **output :**

Stack elements: 30 20 10

Top element: 30

Stack elements: 20 10

Top element after pop: 20