

<b>Course Name:</b>	<b>Programming in C</b>	<b>Semester:</b>	<b>II</b>
<b>Date of Performance:</b>	<b>07/04/2025</b>	<b>DIV/ Batch No:</b>	<b>C-5 (3)</b>
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## Experiment No: 9

### Title: Implementation of Stack Data Structure Using Arrays

<b>Aim and Objective of the Experiment:</b>
Write a program in C to implement the stack data structure using arrays and perform basic stack operations such as push, pop, peek, and display.

<b>COs to be achieved:</b>
<b>CO:</b> Apply basic concepts of C programming for problem-solving.(CO1 and CO2), file handling (CO5)

<b>Theory:</b>
<p>A stack is a linear data structure that follows the <b>Last In, First Out (LIFO)</b> principle. It allows insertion (push) and deletion (pop) operations at one end, called the <b>top</b> of the stack.</p> <ol style="list-style-type: none"> <li><b>Basic Stack Operations:</b> <ul style="list-style-type: none"> <li><b>Push(x):</b> Adds an element <math>x</math> to the top of the stack.</li> <li><b>Pop():</b> Removes and returns the top element from the stack.</li> <li><b>Peek():</b> Returns the top element without removing it.</li> <li><b>isEmpty():</b> Checks if the stack is empty.</li> <li><b>isFull():</b> Checks if the stack is full (in case of an array implementation).</li> <li><b>Display():</b> Shows all elements in the stack.</li> </ul> </li> <li><b>Applications of Stack:</b> <ul style="list-style-type: none"> <li>Expression evaluation (infix to postfix conversion, postfix evaluation)</li> <li>Function call management (recursion)</li> <li>Undo/Redo operations in applications</li> <li>Backtracking algorithms (Maze solving, Depth First Search)</li> </ul> </li> </ol>
<b>Procedure:</b>
<ol style="list-style-type: none"> <li><b>Initialize the Stack:</b> <ul style="list-style-type: none"> <li>Define an array of fixed size.</li> </ul> </li> </ol>

- Initialize `top = -1` (indicating an empty stack).
- 2. **Implement Push Operation:**
  - Check if the stack is full (`top == size-1`).
  - If not, increment `top` and insert the element.
- 3. **Implement Pop Operation:**
  - Check if the stack is empty (`top == -1`).
  - If not, remove and return the top element, then decrement `top`.
- 4. **Implement Peek Operation:**
  - Return the element at the `top` without removing it.
- 5. **Implement Display Operation:**
  - Print all elements from `top` to 0.
- 6. **Test the Stack Implementation:**
  - Perform multiple push and pop operations.
  - Validate the expected outputs.

### Problem Statements:

Develop a program to implement a stack data structure using arrays. The program should support the following operations:

1. **Push(x):** Insert an element `x` into the stack.
2. **Pop():** Remove and return the top element from the stack.
3. **Peek():** Display the top element without removing it.
4. **isEmpty():** Check whether the stack is empty.
5. **isFull():** Check whether the stack is full.
6. **Display():** Print all elements present in the stack.

### Constraints:

- The stack should be implemented using a fixed-size array.
- The stack follows the **Last In, First Out (LIFO)** principle.
- The program should handle cases of **stack overflow** (pushing into a full stack) and **stack underflow** (popping from an empty stack).

### Input/Output Format:

- **Input:** The user should be able to select operations and enter values accordingly.
- **Output:** Display the stack status after each operation, including error messages if applicable.

Enter stack size: 5

Choose operation: 1-Push, 2-Pop, 3-Peek, 4-Display, 5-Exit

1

Enter value to push: 10

1

Enter value to push: 20  
4  
Stack elements: [10, 20]  
3  
Top element: 20  
2  
Popped element: 20  
4  
Stack elements: [10]  
5  
Exiting program...

**Code :**

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 100

int stack[MAX];
int top = -1;
int size;

void push(int val) {
    if (top >= size - 1) {
        printf("Error: Stack Overflow! Cannot push %d\n", val);
    } else {
        top++;
        stack[top] = val;
        printf("%d pushed to stack.\n", val);
    }
}

void pop() {
    if (top == -1) {
        printf("Error: Stack Underflow! No elements to pop.\n");
    } else {
        printf("Popped element: %d\n", stack[top]);
        top--;
    }
}

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

```
        printf("Error: Stack is empty!\n");
    } else {
        printf("Top element: %d\n", stack[top]);
    }
}

void display() {
    if (top == -1) {
        printf("Stack is empty.\n");
    } else {
        printf("Stack elements: [");
        for (int i = 0; i <= top; i++) {
            printf("%d", stack[i]);
            if (i < top) printf(", ");
        }
        printf("]\n");
    }
}

int main() {
    int choice, val;

    printf("Enter stack size: ");
    scanf("%d", &size);

    if (size <= 0 || size > MAX) {
        printf("Invalid size! Please enter a number between 1 and %d.\n", MAX);
        return 1;
    }

    while (1) {
        printf("\nChoose operation: 1-Push, 2-Pop, 3-Peek, 4-Display, 5-Exit\n");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                printf("Enter value to push: ");
                scanf("%d", &val);
                push(val);
                break;
            case 2:
```

```
        pop();
        break;
    case 3:
        peek();
        break;
    case 4:
        display();
        break;
    case 5:
        printf("Exiting program...\n");
        return 0;
    default:
        printf("Invalid choice. Please try again.\n");
    }
}

return 0;
}
```

**Output:**

```
Enter stack size (max 100): 5
```

```
Choose:
```

- 1. Push
- 2. Pop
- 3. Peek
- 4. Show
- 5. Exit

```
Enter choice: 1
```

```
Enter value to push: 10
```

```
10 pushed to stack.
```

```
Choose:
```

- 1. Push
- 2. Pop
- 3. Peek
- 4. Show
- 5. Exit

```
Enter choice: 1
```

```
Enter value to push: 20
```

```
20 pushed to stack.
```

```
Choose:
```

- 1. Push
- 2. Pop
- 3. Peek
- 4. Show
- 5. Exit

```
Enter choice: 4
```

```
Stack: 10 20
```

```
Choose:
```

- 1. Push
- 2. Pop
- 3. Peek
- 4. Show
- 5. Exit

```
Enter choice: 3
```

```
top element: 20
```

```
Choose:
1. Push
2. Pop
3. Peek
4. Show
5. Exit
Enter choice: 2
Popped element: 20

Choose:
1. Push
2. Pop
3. Peek
4. Show
5. Exit
Enter choice: 4
Stack: 10

Choose:
1. Push
2. Pop
3. Peek
4. Show
5. Exit
Enter choice: 5
exiting program
```

### **Conclusion:**

In this module we learnt about implementing the stack data structure using arrays and perform basic stack operations such as push, pop, peek, and display.

A stack is a linear data structure that follows the **Last In, First Out (LIFO)** principle. It allows insertion (push) and deletion (pop) operations at one end, called the **top** of the stack.

**Signature of faculty in-charge with Date:**