

```
#define MAX 10
```

```
int top1 = -1;
```

```
int top2 = -1;
```

```
int stack1[MAX];
```

```
int stack2[MAX];
```

```
void push1()
```

```
{
    int n;
    if (top1 == MAX - 1)
    {
        printf("Stack 1 is full!");
        exit(0) return;
    }
    else
    {
        printf("Enter value: ");
        scanf("%d", &n);
        top1 top1++;
        stack1[top1] = n;
    }
}
```

```
void push2()
```

```
{
    int n;
    if (top2 == MAX - 1)
    {
        printf("Stack 2 is full!");
        return;
    }
    else
    {
        printf("Enter value: ");
        scanf("%d", &n);
        top2++;
        stack2[top2] = n;
    }
}
```

```
void pop1()
```

```
{
```

```
    if (top1 == -1)
```

```
    {
        printf("Stack1 empty!");
        return;
    }
```

```
    else
```

```
    {
        printf("Deleting %d", stack1[top1]);
        top1--;
    }
```

```
}
```

```
void pop2()
```

```
{
```

```
    if (top2 == -1)
```

```
    {
        printf("Stack2 is empty!");
        return;
    }
```

```
    else
```

```
    {
        printf("Deleting %d", stack2[top2]);
        top2--;
    }
```

```
}
```

```
}
```

```
void display1()
```

```
{
```

```
    if (top1 == -1)
```

```
    {
        printf("Stack1 is empty");
        return;
    }
```

```
    else
```

```
    {
        for (int i = top1; i >= 0; i--)
            printf("%d\t", stack1[i]);
    }
```

```
}
```

```
}
```

```
void display2()
```

```
{
```

```
    if (top2 == -1)
```

```
    {
        printf("Stack2 is empty");
        return;
    }
```

```
}
```

```
else
```

```

    for (int i = top2; i >= 0; i--)
        printf("%d\t", stack2[i]);

}

}

```

```

void merge()
{
    int merge[M * N]; int n, i, j, y;
    if (top1 == -1 && top2 == -1)
    {
        printf("stacks are empty!"); return;
    }
    else if (top1 == -1)
    {
        for (i = 0, j = top2; i <= top2; i++)
        {
            merge[i] = stack2[j];
            j--;
        }
    }
    else if (top2 == -1)
    {
        for (i = 0, j = top1; i <= top1; i++)
            merge[i] = stack1[j];
    }
    else if (top1 == top2)
    {
        for (i = 0, j = top1; i <= top1; i++)
        {
            merge[i] = stack1[i] + stack2[j];
            j--;
        }
    }
    else
    {
        n = (top1 > top2) ? top2 : top1;
        for (i = 0, j = n; i <= n; i++)
        {
            merge[i] = stack1[i] + stack2[j];
            j--;
        }
    }
}

```

$y = (top1 > top2) ? (top1 - top2) : (top2 - top1);$

~~$x = (top1 > top2) ? top1 : top2;$~~
 ~~$for (i = y; i <= x; i++)$~~

•

if ($top1 > top2$)

{

for ($i = (top1 - top2); i <= top1; i++$)

merge[i] = stack1[i];

}

else if ($top1 < top2$)

{

for ($i = (top2 - top1); i <= top2; i++$)

merge[i] = stack2[i];

}

}