**Code**

// Online C compiler to run C program online

#include <stdio.h>

#include<stdlib.h>

struct node

{

int value;

struct node \*next;

};

int main()

{

// Write C code here

int a;

struct node \*head=NULL;

struct node \*ptr=NULL;

while(a!=4)

{

printf("Enter the Operation\n");

printf("1. Push\n");

printf("2. Pop\n");

printf("3. Peek\n");

printf("4. Quit\n");

scanf("%d",&a);

switch(a)

{

case 1:

{

int num;

struct node \*newNode=malloc(sizeof(struct node));

printf("Enter the Number to be Added\n");

scanf("%d",&num);

newNode->value=num;

if(head==NULL)

{

newNode->next=NULL;

head=newNode;

}

else

{

newNode->next=head;

head=newNode;

}

ptr=head;

while(ptr!=NULL)

{

printf("%d ->",ptr->value);

ptr=ptr->next;

}

printf("NULL\n\n");

break;

}

case 2:

{

if(head==NULL)

{

printf("Underflow\n");

printf("Enter Some Value first");

break;

}

ptr=head;

printf("Popped Value\n");

printf("%d \n",ptr->value);

head=head->next;

ptr=head;

while(ptr!=NULL)

{

printf("%d ->",ptr->value);

ptr=ptr->next;

}

printf("NULL\n\n");

break;

}

case 3:

{

if(head==NULL)

{

printf("Underflow\n");

printf("Enter Some Value first");

break;

}

ptr=head;

printf("Peek Value= %d\n",head->value);

break;

}

case 4:

{

printf("Thank you for Using ChatStack");

break;

}

default:

{

printf("Hope you see the Options carefully\n");

}

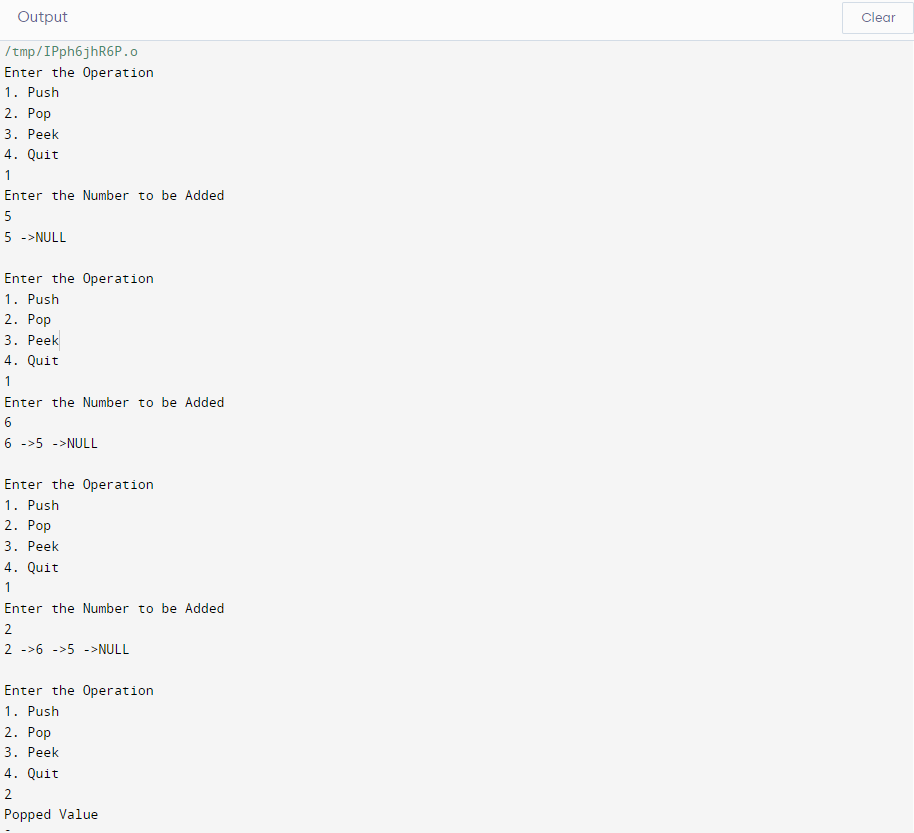
}

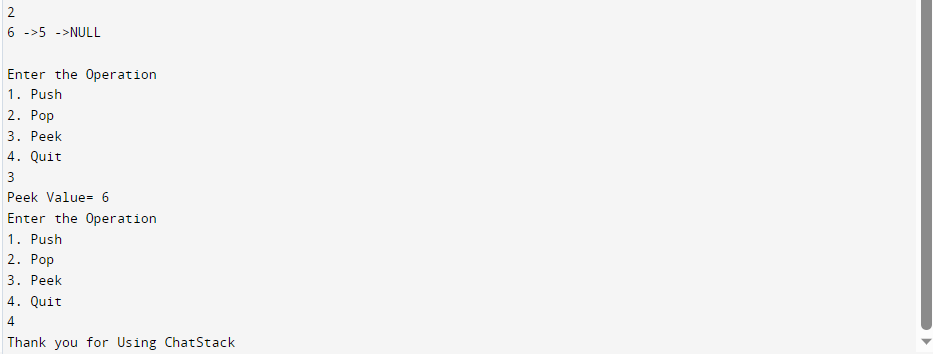
}

return 0;

}

**Output:**

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