20BCS042 MOHD ADIL

PROGRAM 6.a

```
#include <stdio.h>
#include <stdlib.h>
int size, top = -1;
int *stack;
void push()
  if (top >= size - 1)
    printf("Stack Overflow\n");
  else
  {
    printf("Enter Element->");
    int num;
    scanf("%d", &num);
    stack[++top] = num;
  }
}
void pop()
{
  if (top < 0)
    printf("Stack underflow\n");
  else
    printf("Popped element is->%d\n", stack[top--]);
}
void display()
  if (top >= 0)
    printf("Elements are:");
    for (int i = 0; i \le top; i++)
       printf(" %d", stack[i]);
```

```
printf("\n");
  }
  else
    printf("Stack is Empty\n");
}
int isEmpty()
{
  if (top == -1)
    printf("Stack is Empty!!\n");\\
    return 1;
  else
    printf("No!\n");
    return 0;
  }
}
int isFull()
{
  if (top == size - 1)
  {
    printf("Stack is Full!!\n");
    return 1;
  else
    printf("No!\n");
    return 0;
}
int main()
{
  int choice;
  printf("Input Max-size->");
```

```
scanf("%d", &size);
stack = (int *)malloc(size * sizeof(int));
printf("\n1.Push element\n");
printf("2.Pop element\n");
printf("3.Display elements\n");
printf("4.Stack is empty?\n");
printf("5.Stack is full?\n");
printf("6.Total elements\n");
printf("7.Exit\n");
while (1)
{
  printf("Enter the choice: ");
  scanf("%d", &choice);
  switch (choice)
  {
  case 1:
    push();
    break;
  case 2:
    pop();
    break;
  case 3:
    display();
    break;
  case 4:
    isEmpty();
    break;
  case 5:
    isFull();
    break;
  case 6:
    printf("Total number of elements->%d\n", top+1);
    break;
```

```
case 7:
    printf("Exiting...");
    exit(0);
    break;
}

return 0;
}
```

OUTPUT:

```
PS C:\Users\aadil\Desktop\CSE\dsalab> cd "c:\Users\aadil\Desktop\CSE\dsalab\" ; if ($?) { gcc program6a.c -0 program6a }
Input Max-size->5
1.Push element
2.Pop element
3.Display elements
4.Stack is empty?
5.Stack is full?
6.Total elements
7.Exit
Enter the choice: 1
Enter Element->1
Enter the choice: 1
Enter Element->2
Enter the choice: 1
Enter Element->3
Enter the choice: 1
Enter Element->4
Enter the choice: 1
Enter Element->5
Enter the choice: 3
Enter the choice: 3
Elements are: 1 2 3 4 5
Enter the choice: 2
Popped element is->5
Enter the choice: 3
Elements are: 1 2 3 4
Enter the choice: 4
No!
Enter the choice: 5
Enter the choice: 6
Total number of elements->4
Enter the choice: 7
Exiting...
PS C:\Users\aadil\Desktop\CSE\dsalab> []
```