

```
void push (int value)
{
    if (top == SIZE-1)
        printf("Stack is full ");
    else
    {
        top++;
        stack[top] = value;
        printf("Insertion done");
    }
}
```

```
void pop ()
```

```
{
    if (top == -1)
    {
        printf("Stack is empty");
    }
    else
    {
        printf("deleted %d", stack[top]);
        top--;
    }
}
```

```
void display ()
```

```
{
    if (top == -1)
        printf("Stack is empty");
    else
    {
        int i;
        printf("Elements are : ");
        for (i = top; i >= 0; i--)
            printf("%d ", stack[i]);
    }
}
```


LAB-2 Stack implementation

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#define SIZE 10
```

```
void push(int);
```

```
void pop();
```

```
void display;
```

```
int stack[SIZE], top = -1;
```

```
void main()
```

```
{
```

```
    int value, choice;
```

```
    while(1)
```

```
    {
```

```
        printf("1) PUSH \n 2) POP \n 3) DISPLAY \n 4) EXIT")
```

```
        printf("Enter your choice:");
```

```
        scanf("%d", &choice);
```

```
        switch(choice)
```

```
        {
```

```
            case 1: printf("Enter the value to be inserted:");
```

```
                    scanf("%d", &value);
```

```
                    push(value);
```

```
                    break;
```

```
            case 2: pop();
```

```
                    break;
```

```
            case 3: display;
```

```
                    break;
```

```
            case 4: exit(0);
```

```
            default: printf("wrong selection");
```