PALAK SHARMA

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#include <stdio.h>
#include <stdlib.h>
void push();
void pop();
void display();
struct node
int val;
struct node *next;
struct node *head;
void main ()
   int choice=0;
   printf("\n*******Stack operations using linked list*******\n");
   printf("\n----\n");
   while(choice != 4)
      printf("\n\nChose one from the below options...\n");
      printf("\n1.Push\n2.Pop\n3.Show\n4.Exit");
      printf("\n Enter your choice \n");
      scanf("%d",&choice);
      switch(choice)
     {
        case 1:
           push();
           break;
        case 2:
        {
           pop();
           break;
        case 3:
           display();
           break;
        case 4:
           printf("Exiting....");
           break;
        default:
           printf("Please Enter valid choice ");
   };
void push ()
   int val;
   struct node *ptr = (struct node*)malloc(sizeof(struct node));
   if(ptr == NULL)
```

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{
     printf("not able to push the element");
  }
  else
     printf("Enter the value");
     scanf("%d",&val);
     if(head==NULL)
        ptr->val = val;
        ptr -> next = NULL;
        head=ptr;
     }
     else
        ptr->val = val;
        ptr->next = head;
        head=ptr;
     }
     printf("Item pushed");
  }
}
void pop()
  int item;
  struct node *ptr;
  if (head == NULL)
     printf("Underflow");
  }
  else
     item = head->val;
     ptr = head;
     head = head->next;
     free(ptr);
     printf("Item popped");
  }
}
void display()
  int i;
  struct node *ptr;
  ptr=head;
  if(ptr == NULL)
     printf("Stack is empty\n");
  }
  else
     printf("Printing Stack elements \n");
     while(ptr!=NULL)
```

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```
1.Push
2.Pop
3.Show
4.Exit
Enter your choice
Enter the value32
Item pushed
Chose one from the below options...
1.Push
2.Pop
3.Show
4.Exit
Enter your choice
Enter the value76
Item pushed
Chose one from the below options...
1.Push
2.Pop
3.Show
4.Exit
Enter your choice
Enter the value54
Item pushed
Chose one from the below options...
1.Push
2.Pop
3.Show
4.Exit
Enter your choice
Printing Stack elements
54
76
```

>val);

>next;