```
/*WAP to show array implementation of stack.*/
#include <iostream>
using namespace std;
int MAXSIZE = 8;
int stack[8];
int top = -1;
int isempty()
  if(top == -1)
    return 1;
  else
    return 0;
}
int isfull()
  if(top == MAXSIZE)
    return 1;
  else
    return 0;
int peek()
  cout<<stack[top]<<endl;</pre>
void pop()
{
  int data;
  if(!isempty())
    data = stack[top];
    top--;
    cout<<data<<endl;
  }
  else
  {
    cout<<"Could not retrieve data, Stack is empty."<<endl;</pre>
  }
```

```
}
void push()
  int data;
  if (!isfull())
    cout<<"Enter data to push: ";
    cin>>data;
    top++;
    stack[top] = data;
  }
  else
    cout<<"Could not insert data, Stack is full."<<endl;
  }
int main()
  int a;
  char choice;
  while(1)
  {
    cout<<"Enter following keys to perform varous operations.\n";
    cout<<"1 for push item in stack.\n";</pre>
    cout<<"2 for pop item from stack.\n";</pre>
    cout<<"3 for peek first element in stack.\n";
    cin>>a;
    if (a==1)
      push();
    else if (a==2)
      pop();
    else if (a==3)
    {
```

```
peek();
  }
  return 0;
}
/*WAP to show array implementation of stack.*///or
#include<iostream>
#define max 10
using namespace std;
template<class T>
class Stack
  T data[max];
  int top;
public:
  Stack():top(-1) {}
  void push(T value)
  {
    if(top==max-1)
      cout<<"overflow"<<endl;
    else
      data[++top]=value;
  void pop()
    if(top==-1)
      cout<<"underflow"<<endl;
    }
    else
      cout<<data[top--]<<" is poped" <<endl;</pre>
  }
```

```
void peek()
   if(top==-1)
     cout<<"underflow"<<endl;
   }
    else
    {
     cout<<data[top]<<" is in top"<<endl;</pre>
  void display()
    cout<<"-----"<<endl:
   for(int i=top; i>-1; i--)
      cout<<data[i]<<endl;
   cout<<"-----"<<endl;
  }
};
int main()
  Stack<int> arr;
  int val;
  int choice=-1;
 while(choice!=0)
   cout<<"choose::"<<endl;
   cout<<"\t1-push"<<endl;</pre>
   cout<<"\t2-pop"<<endl;
   cout<<"\t3-peek"<<endl;
   cout<<"\t4-display stack"<<endl;
   cout<<"\t0-exit"<<endl;
   cin>>choice;
   switch(choice)
   {
```

```
case 1:
  cout<<"enter a value: ";
  cin>>val;
  arr.push(val);
  break;
 case 2:
  arr.pop();
  break;
 case 3:
  arr.peek();
  break;
 case 4:
  arr.display();
  break;
 case 0:
  cout<<"\tTHANKS"<<endl;
  break;
 }
}
return 0;
```