

# Rajalakshmi Engineering College

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## NeoColab\_REC\_CS23231\_DATA STRUCTURES

### REC\_DS using C\_Week 3\_COD\_Question 5

Attempt : 1  
Total Mark : 10  
Marks Obtained : 10

#### Section 1 : Coding

##### 1. Problem Statement

Milton is a diligent clerk at a school who has been assigned the task of managing class schedules. The school has various sections, and Milton needs to keep track of the class schedules for each section using a stack-based system.

He uses a program that allows him to push, pop, and display class schedules for each section. Milton's program uses a stack data structure, and each class schedule is represented as a character. Help him write a program using a linked list.

##### **Input Format**

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the character onto the stack. If the choice is 1, the following input is a space-separated character, representing the class schedule to be pushed onto the stack.

Choice 2: Pop class schedule from the stack

Choice 3: Display the class schedules in the stack.

Choice 4: Exit the program.

### ***Output Format***

The output displays messages according to the choice and the status of the stack:

- If the choice is 1, push the given class schedule to the stack and display the following: "Adding Section: [class schedule]"
- If the choice is 2, pop the class schedule from the stack and display the following: "Removing Section: [class schedule]"
- If the choice is 2, and if the stack is empty without any class schedules, print "Stack is empty. Cannot pop."
- If the choice is 3, print the class schedules in the stack in the following: "Enrolled Sections: " followed by the class schedules separated by space.
- If the choice is 3, and there are no class schedules in the stack, print "Stack is empty"
- If the choice is 4, exit the program and display the following: "Exiting the program"
- If any other choice is entered, print "Invalid choice"

Refer to the sample output for the exact format.

### ***Sample Test Case***

Input: 1 d

1 h

3

2

3

4

Output: Adding Section: d  
Adding Section: h  
Enrolled Sections: h d  
Removing Section: h  
Enrolled Sections: d  
Exiting program

### **Answer**

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

```
struct Node {
    char data;
    struct Node* next;
};
```

```
struct Node* top = NULL;
```

```
void push(char value)
{
    struct Node *newnode=(struct Node*)malloc(sizeof(struct Node));
    newnode->data=value;
    newnode->next=top;
    printf("Adding Section: %c\n",value);
    top=newnode;
}
```

```
void pop()
{
    if(top==0)
    {
        printf("Stack is empty. Cannot pop.\n");
        return;
    }
    else
    {
        struct Node *temp=top;
        top=top->next;
        printf("Removing Section: %c\n",temp->data);
        free(temp);
    }
}
```

```
}  
}
```

```
void displayStack()  
{
```

```
    if(top==0)
```

```
    {
```

```
        printf("Stack is empty\n");
```

```
        return;
```

```
    }
```

```
    else
```

```
    {
```

```
        struct Node *temp=top;
```

```
        printf("Enrolled Sections: ");
```

```
        while(temp!=0)
```

```
        {
```

```
            printf("%c ",temp->data);
```

```
            temp=temp->next;
```

```
        }
```

```
        printf("\n");
```

```
    }
```

```
}
```

```
int main() {
```

```
    int choice;
```

```
    char value;
```

```
    do {
```

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

```
        switch (choice) {
```

```
            case 1:
```

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

```
                push(value);
```

```
                break;
```

```
            case 2:
```

```
                pop();
```

```
                break;
```

```
            case 3:
```

```
                displayStack();
```

```
                break;
```

```
            case 4:
```

```
                printf("Exiting program\n");
```

```
                break;
```

```
            default:
```

```
        printf("Invalid choice\n");  
    }  
    } while (choice != 4);  
    return 0;  
}
```

**Status :** Correct

**Marks :** 10/10