```
#include <stdio.h>
#include <stdlib.h>
#define SIZE 5
int top=-1;
int stack[SIZE];
void push(int ele)
 {
    if(top==SIZE-1)
        printf("The stack is full\n");
    else
    {
        top++;
        stack[top]=ele;
    }
 int pop()
{
     if(top==-1)
     {
         return 0;
     }
     else
         printf("Element removed is : %d\n",stack[top--]);
         return 1;
     }
 }
 void display()
     if(top==-1)
         printf("The stack is empty\n");
     else
     {
         printf("The elements are\n");
         for(int i=0;i<=top;i++)</pre>
            printf("%d\n",stack[i]);
     }
 }
```

int main()

```
printf("The stack is empty\n");
     else
     {
         printf("The elements are\n");
         for(int i=0;i<=top;i++)</pre>
         {
            printf("%d\n",stack[i]);
         }
     }
int main()
  int c,d,p;
  while(c!=4)
  {
  printf("Enter command\t1-push\t2-pop\t3-Display\t4-Exit
  scanf("%d",&c);
  switch(c)
  {
    case 1:printf("Enter an element\n");
            scanf("%d",&d);
            push(d);
            break;
    case 2:p=pop();
            if(p==0)
             printf("Stack is empty\n");
             else
             printf("\nElement removed succesfully\n");
             break:
     case 3:display();
            break;
     case 4:break;
     default: printf("Invalid input\n");
return 0:
```

Enter command 3 The elements are 654 646 654 54		2-pop	3-Display	4-Exit
Enter command 2 Element removed		2-pop	3-Display	4-Exit
Element removed Enter command 2	succesfu		3-Display	4-Exit
Element removed	is : 54			
Element removed Enter command 2	succesfu 1-push	111y 2-pop	3-Display	4-Exit
Element removed	is : 654	ļ.		
Element removed Enter command 2			3-Display	4-Exit
Element removed	is : 646	5		
Element removed Enter command 2			3-Display	4-Exit
Element removed	is : 654			
Element removed Enter command 2			3-Display	4-Exit
Stack is empty Enter command 2	1-push	2-pop	3-Display	4-Exit
Stack is empty Enter command 3		2-рор	3-Display	4-Exit
The stack is emp Enter command 4	1-push	2-рор	3-Display	4-Exit
Process returned Press any key to			ution time : 131	.251 s

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ter			2-pop	3-Display	A Fort
	an element			7 7 7 7	4-Exit
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ter	an element	Ė			
ter	command	1-push	2-рор	3-Display	4-Exit
ter 4	an element	Ė			
	ack is ful	11			
	command		2-pop	3-Display	4-Exit

11.61

Command

include < stdio.n> # Include <stdlib.n> #define SIZE 5 int top=-1; int stack [size]; void push (int ele) The stack is employ in); if (top == SIZE -1) prints ("The stack is full in") (++1:901=>1:0=1 tot) kot Use paintf ("xd vn", stack [i]) top++ stack [top] = ele; (nation) int pop() ustrile (cl=4) if (top = = -1) return D; - 1. 19 bypyman word ") & lang 3- DISPURE 1-1- EXIT 110") 9 printf (" Element removed is: 1.d \n", stack[te

choibtes abulbati setum 1; A pyrimore colonies HACHINE SIZES : 1 - - get typ void display() int stack [size]. if (top==-1) (ele trii) (land biox print (" The stack is empty in"); 18 (top = = 5126 - 1 else printf (" The eliments are in!); tox (int i=0; 1<= top; i++) printf (" 1.d In", stack [i]); stack [top] - ell; int main() int c,d,p; while (c!=4) prints (" Enter command 1+1- push 1+2-pop 1+3-Display 1+A-Exi+ \n"); scanf (" 1.a", &c); of paintel" slavying sumoved is: " 1 d/11

```
switch (c)
 care 1: printf ("Enter an element \n");
 scan+ ("17.d", &d);
  push (d);
  break;
case 2: P = POP();
 of (0==0)
 print f (" Stack is empty m");
  else
 print+ ("In Element rumoved \n");
    break;
 case 3: display ();
       break;
  case 4: break;
            " ("Invalid input \n");
```