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1 //CODEBLOCKS
2 //SHREYAS SAWANT 55 D7A
3 //Implement Stack ADT using linked list
4
5 #include <stdio.h>
6 #include <stdlib.h>
7
8 void push();
9 void pop();
10 void display();
11
12 struct node
13 {
14     int val;
15     struct node *next;
16 };
17
18 struct node *head;
19
20 void main ()
21 {
22     int choice=0;
23     while(choice != 4)
24     {
25         printf("\nChose one from the below options");
26         printf("\n1.Push\n2.Pop\n3.Show\n4.Exit");
27         printf("\nEnter your choice \n");
28         scanf("%d",&choice);
29         switch(choice)
30         {
31             case 1:
32             {
33                 push();
34                 break;
35             }
36             case 2:
37             {
38                 pop();
39                 break;
40             }
41             case 3:
42             {
43                 display();
44                 break;
45             }
46             case 4:
47             {
48                 break;
49             }
50             default:
51             {
52                 printf("Please Enter valid choice ");
53             }
54         }
55     }
56 }
57 void push ()
58 {
59     int val;
60     struct node *ptr = (struct node*)malloc(sizeof(struct node));
61     if(ptr == NULL)
62     {
63         printf("Not able to push the element");
64     }
65     else
66     {
67         printf("Enter the value: ");
68         scanf("%d",&val);
69         if(head==NULL)
70         {
71             ptr->val = val;
72             ptr -> next = NULL;
73             head=ptr;
74         }
75         else
76         {
77             ptr->val = val;
78             ptr->next = head;
79             head=ptr;
80         }
81     }
82     printf("\nItem pushed\n");
83 }
84

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85     }
86
87     void pop()
88     {
89         int item;
90         struct node *ptr;
91         if (head == NULL)
92         {
93             printf("\nUnderflow\n");
94         }
95         else
96         {
97             item = head->val;
98             ptr = head;
99             head = head->next;
100             free(ptr);
101             printf("\nItem popped\n");
102         }
103     }
104
105     void display()
106     {
107         int i;
108         struct node *ptr;
109         ptr=head;
110         if(ptr == NULL)
111         {
112             printf("\nStack is empty\n");
113         }
114         else
115         {
116             printf("\nPrinting Stack elements \n");
117             while(ptr!=NULL)
118             {
119                 printf("%d\n",ptr->val);
120                 ptr = ptr->next;
121             }
122         }
123     }
124

```