Stack using Linked List

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

struct Node
{
    int data;
    struct Node *next;
}*top=NULL;


void push(int x)
{
    struct Node *t;
    t=(struct Node*)malloc(sizeof(struct Node));

    if(t==NULL)
        printf("stack is full\n");
    else
    {
        t->data=x;
        t->next=top;
        top=t;
    }

}

int pop()
{
    struct Node *t;
    int x=-1;

    if(top==NULL)
        printf("Stack is Empty\n");
    else
    {
        t=top;
```

```c
            top=top->next;
            x=t->data;
            free(t);
        }
        return x;
}

void Display()
{
        struct Node *p;
        p=top;
        while(p!=NULL)
        {
            printf("%d ",p->data);
            p=p->next;
        }
        printf("\n");
}


int main()
{
        push(10);
        push(20);
        push(30);

        Display();

        printf("%d ",pop());

        return 0;
}
```