

```

for (i = size; i < newsize; i++) {
    arr2[i] = i * 4;
    printf("%d ", arr2[i]);
}

```

```

printf("\n");

```

```

free(arr2);

```

```

return 0;

```

```

}

```

Output :

using malloc :

0 2 4 6 8

using calloc :

0 3 6 9 12 15 18

using realloc :

28 32 36

[3]

// Stack Implementation

```

#include <stdio.h>

```

```

#include <stdlib.h>

```

```

struct stack {

```

```

    int *arr;

```

```

    int top;

```

```

    int capacity;
}

```



```
void initialize(struct stack *stack, int capacity)
```

```
{
```

```
    stack → arr = (int *) malloc (capacity * sizeof  
                                (int));
```

```
    stack → top = -1;
```

```
    stack → capacity = capacity;
```

```
int isEmpty (struct stack *stack) {
```

```
    return (stack → top == -1);
```

```
}
```

```
int isFull (struct stack *stack) {
```

```
    return (stack → top == stack → capacity - 1);
```

```
}
```

// Function to push an element onto the stack

```
void push (struct stack *stack, int value) {
```

```
    if (isFull(stack)) {
```

```
        printf("stack overflow, cannot push %d in",  
               value);
```

```
    } else {
```

```
        printf("%d pushed to the stack, in", value);
```

```
    }
```

```
}
```

// Function to pop an element from stack

```
void pop (struct stack *stack) {
```

```
    if (isEmpty(stack)) {
```

```
        printf("stack underflow, cannot pop  
               from an empty stack. in");
```

```
    return -1;
```

```
}
```



else {

int poppedvalue = stack->arr[stack->top];  
printf("%d popped from the stack.\n",  
poppedvalue);

return poppedvalue;

}

}

void display (struct stack \* stack) {

if (isEmpty (stack)) {

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

} else {

printf("Elements of the stack:\n");

for (i=0; i<= stack->top; ++i) {

printf("%d", stack->arr[i]);

}

printf("\n");

}

}

int main() {

printf("Raghavendra.\n\n");

printf("USN 1BM2CS213\n");

int capacity;

printf("Enter the capacity of the stack:");

scanf("%d", &capacity);

struct stack mystack;

initialize (&mystack, capacity);

int numElements;

printf("Enter the number of elements  
to push onto stack:");



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

for (i=0; i<numElements; ++i) {
    int element;
    printf("Enter element %d: ", i+1);
    scanf("%d", &element);
    push(&myStack, element);
}

display(&myStack);

pop(&myStack);

display(&myStack);

free(myStack.arr);

return 0;
}
```

Sample input output;

Raghavendra . N  
USN & BM2 CS213

Enter the capacity of the stack : 5  
Enter the number of elements to push  
the stack : 4  
Enter element 1 : 10  
10 Pushed to the stack.  
Elements of the stack:  
10

*Erroneous Next week update*  
*21/12/2023*



Enter Element : 2 : 20

20 Pushed to the stack.

Elements of the stack.

10 20

Enter element 3 : 30

30 Pushed to the stack

Elements of the stack

10 20 30

Enter Element : 4 : 40

40 Pushed to the stack

Elements of the stack

10 20 30 40

Enter POP Element : 10

10 Popped from the stack

Elements of the stack

10 20 30

✓  
Sp. 1  
21/12/23