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package org.assignment.linkedlist;
import java.util.LinkedList;
import java.util.Scanner;
class StackOperation
    LinkedList<Integer> stacks;
   public StackOperation()
    {
        this.stacks=new LinkedList<>();
   public void addElement(int stack)
        stacks.add(stack);
        System.out.println(stacks);
   public void removeElement()
       if(stacks.isEmpty())
           System.out.println("Stack is empty");
       stacks.removeFirst();
        System.out.println(stacks);
    }
   public void searchElement(int element)
   {
        int index=stacks.indexOf(element);
        if(index==-1)
            System.out.println(element+ " not found in the stack");
        else
        {
            System.out.println(element + " found at "+ index);
        System.out.println(stacks);
    }
   public void display()
        if(stacks.isEmpty())
        {
            System.out.println("stack is empty");
```

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}
        else
            System.out.println(stacks);
        }
    }
    public void Exit()
        System.exit(0);
}
public class StackLinkedList {
    public static void main(String[] args) {
        StackOperation s=new StackOperation();
        Scanner sc= new Scanner(System.in);
        while(true)
            System.out.println("Enter your choice :\n1.add Element\n2.remove
Element\n3.search Element\n4.display\n5.Exit");
            int choice= sc.nextInt();
            switch (choice)
                case 1:
                    System.out.println("enter element");
                    int element=sc.nextInt();
                    s.addElement(element);
                    break;
                case 2:
                    System.out.println("enter element to remove");
                    // element= sc.nextInt();
                     s.removeElement();
                     break;
                case 3:
                    System.out.println("Enter element to search");
                    element= sc.nextInt();
                    s.searchElement(element);
                    break;
                case 4: s.display();
                break;
                case 5: s.Exit();
                break;
```