

main.c

Share

Run

```
1 #include <stdio.h>
2 #define SIZE 5
3 int stack[SIZE];
4 int top = -1;
5 void push(int value) {
6     if (top == SIZE - 1) {
7         printf("Stack is full!\n");
8     } else {
9         top++;
10        stack[top] = value;
11        printf("Pushed: %d\n", value);
12    }
13 }
14 void pop() {
15     if (top == -1) {
16         printf("Stack is empty!\n");
17     } else {
18         printf("Popped: %d\n", stack[top]);
19         top--;
20     }
21 }
22 void peek() {
23     if (top == -1) {
24         printf("Stack is empty!\n");
25     } else {
26         printf("Top element: %d\n", stack[top]);
```

Output

Clear

```
1. Push
2. Pop
3. Peek
4. Exit
Choose an operation: 1
Enter value to push: 10
Pushed: 10

1. Push
2. Pop
3. Peek
4. Exit
Choose an operation: 3
Top element: 10

1. Push
2. Pop
3. Peek
4. Exit
Choose an operation: 10
Invalid choice!

1. Push
2. Pop
3. Peek
```

Ads by Google

Stop seeing this ad

Why this ad?

main.c

Share

Run

```
29- int main() {
30     int choice, value;
31     do {
32         printf("\n1. Push\n2. Pop\n3. Peek\n4. Exit\n");
33         printf("Choose an operation: ");
34         scanf("%d", &choice);
35         switch (choice) {
36             case 1:
37                 printf("Enter value to push: ");
38                 scanf("%d", &value);
39                 push(value);
40                 break;
41             case 2:
42                 pop();
43                 break;
44             case 3:
45                 peek();
46                 break;
47             case 4:
48                 printf("Exiting...\n");
49                 break;
50             default:
51                 printf("Invalid choice!\n");
52         }
53     } while (choice != 4);
54     return 0;
}
```

Output

Clear

1. Push  
2. Pop  
3. Peek  
4. Exit  
Choose an operation: 1  
Enter value to push: 10  
Pushed: 10  
  
1. Push  
2. Pop  
3. Peek  
4. Exit  
Choose an operation: 3  
Top element: 10  
  
1. Push  
2. Pop  
3. Peek  
4. Exit  
Choose an operation: 10  
Invalid choice!  
  
1. Push  
2. Pop  
3. Peek