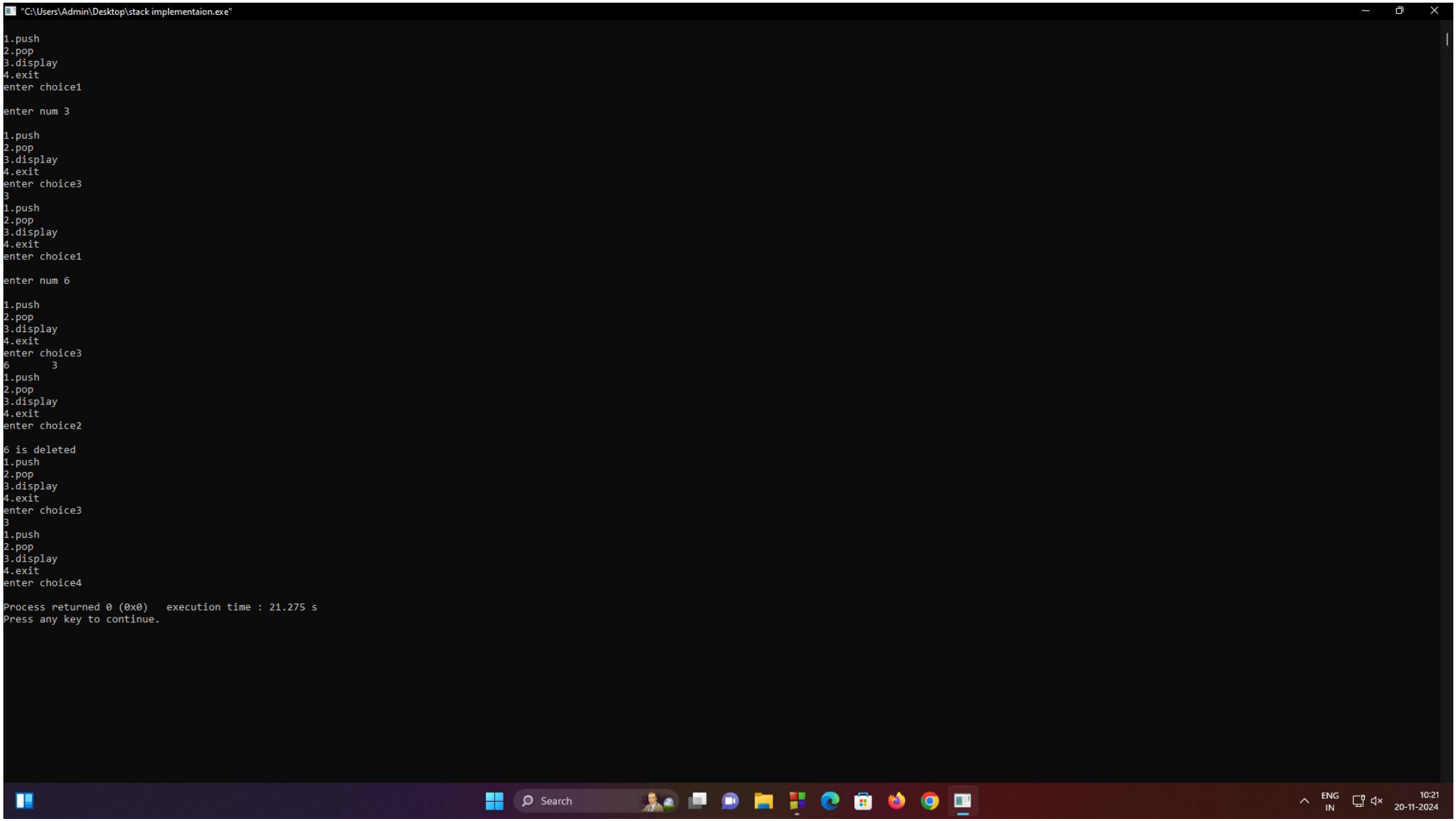
```c
#include <stdio.h>
#include<stdlib.h>
struct node
{
  int data;
  struct node * next;
}*top,*ptr,*temp;
 void push(int num)
 {
     if(top==NULL)
     {
         top=(struct node *)malloc(sizeof(struct node * ));
         top->next=NULL;
         top->data=num;
     }
     else{
        temp=(struct node *)malloc (sizeof(struct node *));
        temp->next=top;
        temp->data=num;
        top=temp;
     }
 }
 int pop()
 {
     if(top==NULL)
     {
         printf("underflow");
         return -1;
     }
     else
     {
         ptr=top;
         ptr=ptr->next;
         int pop=top->data;
         free(top);
         top=ptr;
         return pop;
     }
 }
 void display()
 {
     if(top==NULL)
        printf("empty");
     else
     {
         ptr=top;
         while(ptr!=NULL)
```

```c
}
void display()
{
    if(top==NULL)
       printf("empty");
    else
    {
        ptr=top;
        while(ptr!=NULL)
        {
            printf("%d\t",ptr->data);
            ptr=ptr->next;
        }
    }
}


void main()
{
    int choice,num;
    while(1)
    {   printf("\n1.push\n2.pop\n3.display\n4.exit");
        printf("\nenter choice");
        scanf("%d",&choice);
       switch(choice)
       {
       case 1:printf("\nenter num ");
       scanf("%d",&num);
        push(num);

           break;
       case 2:
           printf("\n%d is deleted",pop());
           break;
       case 3:
           display();
           break;

       case 4:
           exit(0);
       }


    }
}

```


"C:\Users\Admin\Desktop\stack implementaion.exe"
1.push
2.pop
3.display
4.exit
enter choice1
enter num 3
1.push
2.pop
3.display
4.exit
enter choice3
3
1.push
2.pop
3.display
4.exit
enter choice1
enter num 6
1.push
2.pop
3.display
4.exit
enter choice3
6 3
1.push
2.pop
3.display
4.exit
enter choice2
6 is deleted
1.push
2.pop
3.display
4.exit
enter choice3
3
1.push
2.pop
3.display
4.exit
enter choice4
Process returned 0 (0x0) execution time : 21.275 s
Press any key to continue.
Search
ENG
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