

## Lab program - 1

1) Write a program to simulate the working of stack using an array with the following:

- Push
- Pop
- Display

The program should print appropriate messages for Stack overflow, stack underflow.

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

```
#include <conio.h>
```

```
#include <conio.h> #define MAX 5
```

```
int top = -1, stack [MAX]
```

```
void push();
```

```
void pop();
```

```
void display();
```

```
void main()
```

```
{
```

```
    int ch;
```

```
    while(1)
```

```
    {
```

```
        printf("\n*** Stack Menu ***");
```

```
        printf("\n\n1. Push\n2. Pop\n3. Display\n4. Exit");
```

```
        printf("\n\nEnter any number between\n1 to 4 : ");
```

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

```
switch (ch)
```

```
{
```

```
    case 1 : push ();
```

```
        break;
```

```
    case 2 : pop ();
```

```
        break;
```

```
    case 3 : display ();
```

```
        break;
```

```
    case 4 : Exit (0);
```

```
    default : printf ("Invalid input");
```

```
}
```

```
}
```

```
id push ()
```

```
int value;
```

```
if (top == MAX-1)
```

```
{
```

```
    printf ("The stack is full");
```

```
}
```

```
else
```

```
{
```

```
    printf ("Enter an element to push:");
```

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

```
    top = top + 1;
```

```
    stack [top] = val;
```

```
}
```

```
}
```

```
void pop ()
```

```
{
```

```
    if (top == -1)
```

{

printf ("The stack is empty!");

}

else

{

printf ("Deleted element is %d, stack[top]);

top = top - 1

}

{

void display()

{

int i;

if (top == -1)

{

printf ("stack is empty");

}

else

{

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

for (i = top; i &gt;= 0; --i)

printf ("%d\n", stack[i]);

}

{