## LAB PROGRAM

## 1.PROGRAM TO SHOW PUSH, POP, DISPLAY OPERATIONS ON STACKS

```
#include <stdio.h>
#include <stdlib.h>
#define n 5
int stack[n];
int top=-1;
void push();
void pop();
void display();
void push()
{
  int item;
    if(top==n-1)
    {
      printf("stack is full,overflow condition");
      return;
    }
    else
    {
       printf("enter the number to be inserted");
       scanf("%d",&item);
       top++;
       stack[top]=item;
    }
```

```
}
void pop()
{
  int item;
  if(top==-1)
  {
    printf("stack is empty,underflow condition");
    return;
  }
  else
  {
    printf("enter the number to be deleted\n");
    scanf("%d",&item);
     item=stack[top];
     top=top-1;
  }
}
void display()
{
  int i;
  printf("elements of stack are\t");
  for(i=top;i>=0;i--)
    {
      printf("%d\t",stack[i]);
```

```
}
  if(top==-1)
    printf("stack is empty");
  }
}
void main()
{
  int choice;
  printf("print the choices 1.push 2.pop 3.display 4.exits\n");
  printf("read choice");
  scanf("%d",&choice);
  do
  {
    switch(choice)
   {
    case 1:push();
        break;
    case 2:pop();
        break;
    case 3:display();
        break;
    case 4:exit(0);
    default:printf("invalid choice");
         break;
   }
```

```
printf("\nread choice");
scanf("%d",&choice);
}while(choice!=5);
}
OUTPUT:
```

```
print the choices 1.push 2.pop 3.display 4.exits
read choice1
enter the number to be inserted10
read choice1
enter the number to be inserted20
read choice1
enter the number to be inserted30
read choice1
enter the number to be inserted40
read choice1
enter the number to be inserted50
read choice1
stack is full, overflow condition
read choice3
elements of stack are 50 40 30 20
                                                     10
read choice2
enter the number to be deleted
50
read choice3
elements of stack are 40
                              30
                                    20
                                              10
read choice2
enter the number to be deleted
40
read choice2
enter the number to be deleted
30
read choice2
enter the number to be deleted
20
read choice2
enter the number to be deleted
10
read choice2
stack is empty, underflow condition
read choice3
elements of stack are stack is empty
read choice5
Process returned 5 (0x5) execution time : 76.110 s
Press any key to continue.
```