

```

1  #include <stdio.h>
2  #define stackSize 3
3  int* stack[stackSize]= { NULL };
4
5  int top=-1;
6
7
8
9  void push(int item)
10 {
11     top++;
12     if(top>stackSize-1)
13     {
14         printf("Stack is Full");
15         return;
16     }
17
18     stack[top]=item;
19 }
20 int pop()
21 {
22     if(top== -1)
23     {
24         printf("Stack is empty\n");
25         return -1;
26     }
27
28     else
29         return stack[top--];
30
31
32 }
33
34 int pick(int index)
35 {
36     if( stack[index] != NULL && top>=index)
37         return stack[index];
38     else
39     {
40         printf("\nNo value at %d index. \n",index);
41         return -1;
42     }
43 }
44 int main (void)
45 {
46     int n,item,index;
47     for(;;)
48     {
49         printf("\n\nEnter the Operation to proceed: 1.Push 2. Pop 3.Pick\n");
50         scanf("%d",&n);
51         if(n==1)
52         {
53             printf("\nEnter The Data For Push : ");
54             scanf("%d",&item);
55             push(item);
56             printf("\n");
57         }
58         if(n==2)
59         {
60             printf("Popped Value : ");
61             printf(" %d ",pop());
62         }
63
64         if(n==3)
65         {
66             printf("Enter index for pick : ");

```

```
67     scanf("%d",&index);
68     printf("\nPicked Value:  %d ",pick(index));
69 }
70 }
71 return 0;
72 }
```