

Aim:

Write a program to implement `stack` using `arrays`.

Sample Input and Output:

```
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 4
Stack is empty.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 2
Stack is underflow.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 3
Stack is empty.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 5
Stack is underflow.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 1
Enter element : 25
Successfully pushed.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 1
Enter element : 26
Successfully pushed.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 3
Elements of the stack are : 26 25
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 2
Popped value = 26
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 4
Stack is not empty.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 5
Peek value = 25
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 6
```

Source Code:

`StackUsingArray.c`

```
#include<stdio.h>
#include<stdlib.h>
#define STACK_MAX_SIZE 10
void display();
void push();
void pop();
```

```
int main() {
    int op,x;
    while(1) {
        printf("1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit\n");
        printf("Enter your option : ");
        scanf("%d",&op);
        switch(op) {
            case 1:
                printf("Enter element : ");
                scanf("%d",&x);
                push(x);
                break;
            case 2:
                pop();
                break;
            case 3:
                display();
                break;
            case 4:
                isEmpty();
                break;
            case 5:
                peek();
                break;
            case 6:
                exit(0);
        }
    }
}

int top = -1,i,arr[STACK_MAX_SIZE];
void push(int X) {
    if(top == STACK_MAX_SIZE - 1) {
        printf("Stack is overflow.\n");
    }
    else{
        top++;
        arr[top] = X;
        printf("Successfully pushed.\n");
    }
}

void display() {
    if(top == -1) {
        printf("Stack is empty.\n");
    }
    else{
        printf("Elements of the stack are : ");
        for(i=top;i>=0;i--)
            printf("%d ",arr[i]);
        printf("\n");
    }
}

void pop(){
    if(top== -1){
        printf("Stack is underflow.\n");
    }
    else{
```

```

        printf("Popped value = %d\n",arr[top]);
        top--;
    }
}
void peek() {
    if(top== -1){
        printf("Stack is underflow.\n");
    }
    else{
        printf("Peek value = %d\n",arr[top]);
    }
}
void isEmpty(){
    if(top== -1){
        printf("Stack is empty.\n");
    }
    else{
        printf("Stack is not empty.\n");
    }
}
}

```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 10
Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 20
Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 30
Successfully pushed. 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Elements of the stack are : 30 20 10 5
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Peek value = 30 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 30 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 20 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Elements of the stack are : 10 5

1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Peek value = 10 4
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 4
Enter your option : 4
Stack is not empty. 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 10 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Stack is empty. 4
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 4
Enter your option : 4
Stack is empty. 6
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 6
Enter your option : 6