PUSH:-

void push(int n,int m,int &top)

{

top++;

if (top>=100) {

cout<<"Stack Full";

cout<<endl;

}

else{

a[top].num = n;

a[top].minnum = m;

}

}

POP:-

void pop(int &top)

{

if (top<0) {

cout<<"Stack Empty";

cout<<endl;

}

else{

top--;

}

}

MINIMUM ELEMENT:-

void get\_min(int &top)

{

if (top < 0)

{

cout<<"Empty Stack";

}

else{

cout<<"Minimum element is: "<<a[top].minnum;

}

cout<<endl;

}