

WRITE A PROGRAM TO SHOW STACK OPERATIONS (LAB PROGRAM 1)

```
#include <stdio.h>

#include <stdlib.h>

#define n 5

int stack[n];

int max=n;

int top=-1;

void push();

void pop();

void display();

void main(){

    while(1){

        int choice;

        printf("1.Push\t 2.Pop\t 3.Display\t 4.Exit\n");

        scanf("%d",&choice);

        switch(choice){

            case 1: push();

                break;

            case 2: pop();

                break;

            case 3: display();

                break;

            case 4: exit(0);

            default:

                break;

        }

    }
```

```

}

}

void push(){

    top++;

    if(top==max){

        printf("Stack is full,overflow condition\n");

        return;

    }

    else{

        int x;

        printf("Enter the element to be inserted:\n");

        scanf("%d",&x);

        stack[top]=x;

    }

}

void pop(){

    if(top== -1){

        printf("Stack is empty,underflow condition\n");

        return;

    }

    printf("The number popped is %d\n",stack[top]);

    top--;

```

```

}

void display(){

    int i;

    printf("Stack elements are:\n");

    if(top==n){

        top--;

    }

    for(i=top;i>=0;i--){

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

    }

}

```

OUTPUT:

1.Push 2.Pop 3.Display 4.Exit

1

Enter the element to be inserted:

10

1.Push 2.Pop 3.Display 4.Exit

1

Enter the element to be inserted:

20

1.Push 2.Pop 3.Display 4.Exit

1

Enter the element to be inserted:

30

1.Push 2.Pop 3.Display 4.Exit

1

Enter the element to be inserted:

40

1.Push 2.Pop 3.Display 4.Exit

1

Enter the element to be inserted:

50

1.Push 2.Pop 3.Display 4.Exit

1

Stack is full,overflow condition

1.Push 2.Pop 3.Display 4.Exit

3

Stack elements are:

50

40

30

20

10

1.Push 2.Pop 3.Display 4.Exit

2

The number popped is 50

1.Push 2.Pop 3.Display 4.Exit

2

The number popped is 40

1.Push 2.Pop 3.Display 4.Exit

2

The number popped is 30

1.Push 2.Pop 3.Display 4.Exit

2

The number popped is 20

1.Push 2.Pop 3.Display 4.Exit

2

The number popped is 10

1.Push 2.Pop 3.Display 4.Exit

2

Stack is empty,underflow condition

1.Push 2.Pop 3.Display 4.Exit

4