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C stackusinglinkedlist.c > main()

```
1  #include<stdio.h>
2  #include<stdlib.h>
3
4  struct node
5  {
6      int info;
7      struct node *link;
8  }*top=NULL;
9
10 void push(int item);
11 int pop();
12 int peek();
13 int isEmpty();
14 void display();
15
16 int main()
17 {
18     int choice,item;
19     while(1)
20     {
21         printf("\n1.Push\n");
22         printf("2.Pop\n");
23         printf("3.Display item at the top\n");
24         printf("4.Display all items of the stack\n");
25         printf("5.Quit\n");
26         printf("\nEnter your choice : ") ;
27         scanf("%d", &choice);
28
29         switch(choice)
30         {
```

```
31     case 1:
32         printf("\nEnter the item to be pushed : ");
33         scanf("%d",&item);
34         push(item);
35         break;
36     case 2:
37         item=pop();
38         printf("\nPopped item is : %d\n",item);
39         break;
40     case 3:
41         printf("\nItem at the top is %d\n",peek());
42         break;
43     case 4:
44         display();
45         break;
46     case 5:
47         exit(1);
48     default :
49         printf("\nWrong choice\n");
50 }
51 }
52 }
53 void push(int item)
54 {
55     struct node *tmp;
56     tmp=(struct node *)malloc(sizeof(struct node));
57     if(tmp==NULL)
58     {
59         printf("\nStack Overflow\n");
60         return;
```

```
54 {
55     struct node *tmp;
56     tmp=(struct node *)malloc(sizeof(struct node));
57     if(tmp==NULL)
58     {
59         printf("\nStack Overflow\n");
60         return;
61     }
62     tmp->info=item;
63     tmp->link=top;
64     top=tmp;
65 }
66 int pop()
67 {
68     struct node *tmp;
69     int item;
70     if( isEmpty() )
71     {
72         printf("\nStack Underflow\n");
73         exit(1);
74     }
75     tmp=top;
76     item=tmp->info;
77     top=top->link;
78     free(tmp);
79     return item;
80 }
81 int peek()
82 {
83     if( isEmpty() )
```

```
84     {
85         printf("\nStack Underflow\n");
86         exit(1);
87     }
88     return top->info;
89 }
90
91 int isEmpty()
92 {
93     if(top == NULL)
94         return 1;
95     else
96         return 0;
97 }
98 void display()
99 {
100     struct node *ptr;
101     ptr=top;
102     if(isEmpty())
103     {
104         printf("\nStack is empty\n");
105         return;
106     }
107     printf("\nStack elements :\n\n");
108     while(ptr!=NULL)
109     {
110         printf(" %d\n",ptr->info);
111         ptr=ptr->link;
112     }
113     printf("\n");
```

```
PS C:\Users\lenovo\Desktop\C DSA lab> cd "c:\Users\lenovo\Desktop\C DSA lab\" ; if ($?) { gcc stackusinglinkedlist.c -o stackusinglinkedlist
```

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 1

Enter the item to be pushed : 12

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 1

Enter the item to be pushed : 345

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 1

Enter the item to be pushed : 6789

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 1

Enter the item to be pushed : 12345

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 4

Stack elements :

12345
6789
345
12

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 3

Item at the top is 12345

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 2

Popped item is : 12345

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 2

Popped item is : 6789

- 1.Push
- 2.Pop
- 3.Display item at the top
- 4.Display all items of the stack
- 5.Quit

Enter your choice : 4

Stack elements :

345

12