

12. Implement a C Program whether it is a Valid stack

Code

```
#include <stdio.h>

#define SIZE 3

int stack[SIZE], top=-1;

int main() {

    // Push

    stack[++top]=10;
    stack[++top]=20;
    stack[++top]=30;

    // Pop

    top--;

    if(top>=-1 && top<SIZE)
        printf("Valid Stack\n");
    else
        printf("Invalid Stack\n");

    return 0;
}
```

Output

main.c

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Run

```
1 #include <stdio.h>
2 #define SIZE 3
3 int stack[SIZE], top=-1;
4
5 int main() {
6     // Push
7     stack[++top]=10;
8     stack[++top]=20;
9     stack[++top]=30;
10
11     // Pop
12     top--;
13
14     if(top>=-1 && top<SIZE)
15         printf("Valid Stack\n");
16     else
17         printf("Invalid Stack\n");
18
19     return 0;
20 }
```

Output

Valid Stack

=== Code Execution Successful ===