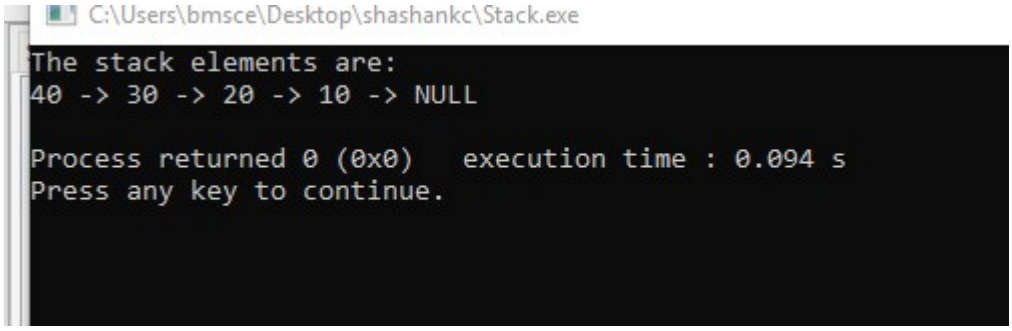
WAP TO IMPLEMENT STACK USING LINKED LIST

```
#include <stdio.h>
#include <stdlib.h>

struct Node {
   int data;
   struct Node* next;
};

void insertAtBeginning(struct Node** head, int value) {
   struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
   newNode->data = value;
   newNode->next = *head;
   *head = newNode;
}
void deleteAtBeginning(struct Node** head) {
   if (*head == NULL) {
      printf("Linked list is already empty.\n");
      return;
   }

   struct Node* temp = *head;
   *head = (*head)->next;
   free(temp);
}
void displayLinkedList(struct Node* head) {
```

```
    struct Node* temp = head;

    if (temp == NULL) {
        printf("Linked list is empty.\n");
        return;
    }

    while (temp != NULL) {
        printf("%d -> ", temp->data);
        temp = temp->next;
    }

    printf("NULL\n");
}
int main() {
    struct Node* head = NULL;

    // Insertion at the beginning
    insertAtBeginning(&head, 10);
    insertAtBeginning(&head, 20);
    insertAtBeginning(&head, 30);
    insertAtBeginning(&head, 40);
    insertAtBeginning(&head, 50);
    deleteAtBeginning(&head);
    printf("The stack elements are:\n");
    displayLinkedList(head);
```

```
    return 0;

}
```


C:\Users\bmsce\Desktop\shashankc\Stack.exe
The stack elements are:
40 -> 30 -> 20 -> 10 -> NULL
Process returned 0 (0x0)   execution time : 0.094 s
Press any key to continue.