**POPPING FROM A LINKED STACK**

#include<iostream.h>

#include<stdio.h>

#include<process.h>

struct node { int info;

node \*next;

} \*top,\*newptr,\*save,\*ptr;

node \*create\_new\_node(int);

void push(node \*);

void display(node \*);

void pop();

int main()

{ int inf; char ch='y';

top=NULL;

while(ch=='y'||ch=='Y')

{

cout<<"\nEnter information for new node.... : ";

cin>>inf;

newptr=create\_new\_node(inf);

if(newptr==NULL)

{

cout<<"\nCannot Create new node....!!!Aborting...!!!\n";

exit(1);

}

push(newptr);

cout<<"\nPress Y to enter more nodes...\nN to Exit...!!!";

cin>>ch;

}

do

{ cout<<"\nThe stack now is : \n";

display(top);

cout<<"\nWant to pop an element???(y/n)\n";

cin>>ch;

if(ch=='y'||ch=='Y')

pop();

}

while(ch=='y'||ch=='Y');

return 0;

}

node \* create\_new\_node(int n)

{

ptr=new node;

ptr->info=n;

ptr->next=NULL;

return ptr;

}

void push(node \* np)

{ if(top==NULL) top=np;

else

{ save=top;

top=np;

np->next=save;

}

}

void pop()

{if(top==NULL)

cout<<"\nUNDERFLOW....!!!!";

else

{ ptr=top;top=top->next;

delete ptr;

}

}

void display(node \* np)

{

while(np!=NULL)

{

cout<<np->info<<"->";

np=np->next;

}

cout<<"!!!\n";

}

**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*OUTPUT\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***

