

## LAB-2

⇒ Program to implement Push, Pop, Display

1) #include &lt;stdio.h&gt;

#define n 5

int s[5], top = -1;

void push()

{

if (top == (n-1))

{

printf("Stack is full stack overflow. \n");

}

else

{

int item;

printf("Enter the element : \n");

scanf("%d", &amp;item);

top++;

s[top] = item;

}

}

void pop()

{

if (top == -1)

{

printf("Stack is empty- stack underflow \n");

}

else

{

printf("popped element is : %d \n", s[top];

top--;

}

}

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```
void display ()
```

```
{
```

```
    int i;
```

```
    if (top >= 0)
```

```
    {
```

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

```
        {
```

```
            printf("%d", s[i]);
```

```
        }
```

```
        printf("\n");
```

```
    }
```

```
    else
```

```
        printf("Stack is empty\n");
```

```
}
```

```
void main ()
```

```
{
```

```
    int choice;
```

```
    while (1)
```

```
    {
```

```
        printf("\n 1 for push, 2 for pop, 3 for display, 4 to exit\n");
```

```
        printf("Enter the choice");
```

```
        scanf("%d", &choice);
```

```
        switch (choice) {
```

```
            case 1: push();
```

```
                break;
```

```
            case 2: pop();
```

```
                break;
```

```
            case 3: display();
```

```
                break;
```

```
            case 4: exit(0);
```

```
            default:
```

```
                printf("Enter a valid option\n");
```

```
        }
```

```
    } while (choice != 4);
```

```
}
```



output:-

1. push
2. POP
3. Display
4. Quit

Enter the option:

1

Enter the element:

10

1. push
2. POP
3. display
4. Quit

Enter the option:

1

Enter the element:

20

1. push
2. pop
3. display
4. Quit

Enter the option:

2

~~Enter the element:~~

Popped element is : 20

1. push
2. POP
3. Display
4. Quit

Enter the option:

3.

5

1. push

2. POP

3. Display

4. Quit

Enter option:

4.

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