1. C++ code to implement Stack using Linked List
2. #include <iostream>
3. using namespace std;
4. struct Node {
5. int data;
6. struct Node \*next;
7. };
8. struct Node\* top = NULL;
9. void push(int val) {
10. struct Node\* newnode = (struct Node\*) malloc(sizeof(struct Node));
11. newnode->data = val;
12. newnode->next = top;
13. top = newnode;
14. }
15. void pop() {
16. if(top==NULL)
17. cout<<"Stack Underflow"<<endl;
18. else {
19. cout<<"The popped element is "<< top->data <<endl;
20. top = top->next;
21. }
22. }
23. void display() {
24. struct Node\* ptr;
25. if(top==NULL)
26. cout<<"stack is empty";
27. else {
28. ptr = top;
29. cout<<"Stack elements are: ";
30. while (ptr != NULL) {
31. cout<< ptr->data <<" ";
32. ptr = ptr->next;
33. }
34. }
35. cout<<endl;
36. }
37. int main() {
38. int ch, val;
39. cout<<"1) Push in stack"<<endl;
40. cout<<"2) Pop from stack"<<endl;
41. cout<<"3) Display stack"<<endl;
42. cout<<"4) Exit"<<endl;
43. do {
44. cout<<"Enter choice: "<<endl;
45. cin>>ch;
46. switch(ch) {
47. case 1: {
48. cout<<"Enter value to be pushed:"<<endl;
49. cin>>val;
50. push(val);
51. break;
52. }
53. case 2: {
54. pop();
55. break;
56. }
57. case 3: {
58. display();
59. break;
60. }
61. case 4: {
62. cout<<"Exit"<<endl;
63. break;
64. }
65. default: {
66. cout<<"Invalid Choice"<<endl;
67. }
68. }
69. }while(ch!=4);
70. return 0;
71. }