|  |
| --- |
| **#include<stdio.h>** |
|  | **#include<conio.h>** |
|  | **#include<stdlib.h>** |
|  | **# define size 3** |
|  | **int stack[3],top=-1,item,del;** |
|  | **void push();** |
|  | **int pop();** |
|  | **void display();** |
|  | **void main()** |
|  | **{** |
|  | **int choice;** |
|  | **while(1)** |
|  | **{** |
|  | **printf("\n1:push 2:pop 3:display 4:exit\n");** |
|  | **printf("Enter your choice:");** |
|  | **scanf("%d",&choice);** |
|  | **switch(choice)** |
|  | **{** |
|  | **case 1:push();** |
|  | **break;** |
|  | **case 2:pop();** |
|  | **break;** |
|  | **case 3:display();** |
|  | **break;** |
|  | **case 4:exit(0);** |
|  | **break;** |
|  | **default :printf("wrong choice\n");** |
|  | **}** |
|  | **}** |
|  | **}** |
|  | **void push()** |
|  | **{** |
|  | **if(top==(size-1))** |
|  | **{** |
|  | **printf("stack is full");** |
|  | **}** |
|  | **else** |
|  | **{** |
|  | **printf("enter the item:");** |
|  | **scanf("%d",&item);** |
|  | **top=top+1;** |
|  | **stack[top]=item;** |
|  | **}** |
|  | **}** |
|  |  |
|  | **int pop()** |
|  | **{** |
|  | **if(top==-1)** |
|  | **{** |
|  | **printf("stack is empty\n");** |
|  | **}** |
|  | **else** |
|  | **{** |
|  | **del=stack[top];** |
|  | **top=top-1;** |
|  | **printf("popped element is %d",del);** |
|  | **}** |
|  |  |
|  | **}** |
|  | **void display()** |
|  | **{** |
|  | **int i;** |
|  | **if(top==-1)** |
|  | **{** |
|  | **printf("stack is full\n");** |
|  | **}** |
|  | **else** |
|  | **printf("\nstack elements are:");** |
|  | **for(i=top;i>=0;i--)** |
|  | **{** |
|  | **printf("%d\t",stack[i]);** |
|  | **}** |
|  |  |
|  | **}** |