***PROGRAM:***

#include<stdio.h>

#include<conio.h>

struct Node

{

int Data;

struct Node \*next;

}\*top;

void popStack()

{

struct Node \*var=top;

if(var==top)

{

top = top->next;

free(var);

}

else

printf("\nStack Empty");

}

void push(int value)

{

struct Node \*temp;

temp=(struct Node \*)malloc(sizeof(struct Node));

temp->Data=value;

if (top == NULL)

{

top=temp;

top->next=NULL;

}

else

{

temp->next=top;

top=temp;

}

}

void display()

{

struct Node \*var=top;

if(var!=NULL)

{

printf("\nElements are as:\nTOP->");

while(var!=NULL)

{

printf("\t|%d|\n",var->Data);

var=var->next;

}

}

else

printf("\nStack is Empty");

}

void main()

{

int i=0;

top=NULL;

while(1)

{

printf(" \n1. Push to stack");

printf(" \n2. Pop from Stack");

printf(" \n3. Display data of Stack");

printf(" \n4. Exit\n");

printf(" \nChoose Option: ");

scanf("%d",&i);

int value;

switch(i)

{

case 1:

printf("\nEnter a value to push into Stack: ");

scanf("%d",&value);

push(value);

display();

break;

case 2:

popStack();

display();

break;

case 3:

display();

break;

case 4:

exit(0);

default:

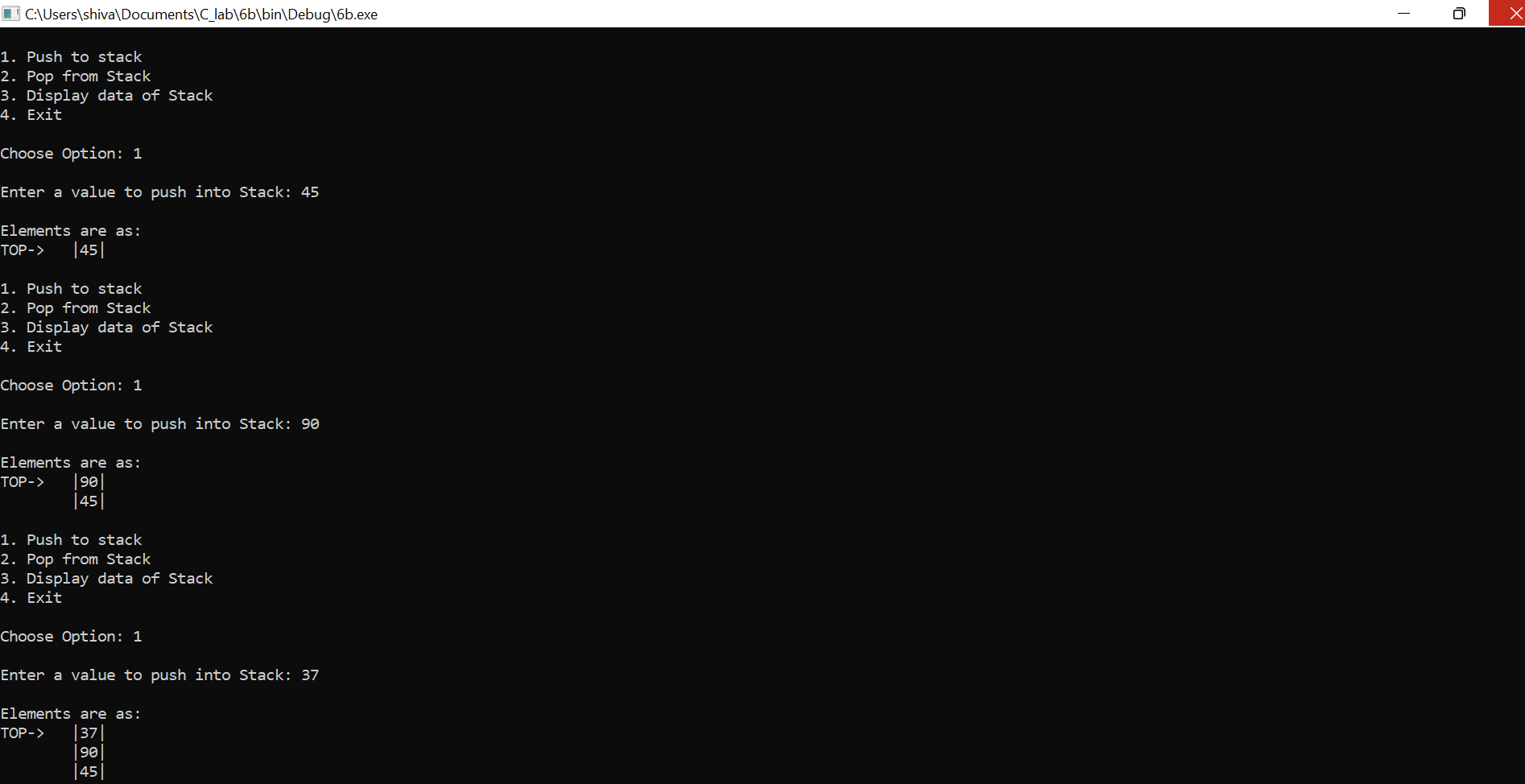
printf("\nwrong choice for operation");

}

}

}

***OUTPUT:***

******

