# Rajalakshmi Engineering College

Name: VISHVA RAGAVAN P

Email: 241501249@rajalakshmi.edu.in

Roll no:

Phone: 6381117385

Branch: REC

Department: I AI & ML FC

Batch: 2028

Degree: B.E - AI & ML



## NeoColab\_REC\_CS23231\_DATA STRUCTURES

REC\_DS using C\_Week 3\_COD\_Question 5

Attempt : 1 Total Mark : 10 Marks Obtained : 10

Section 1: Coding

#### 1. Problem Statement

Milton is a diligent clerk at a school who has been assigned the task of managing class schedules. The school has various sections, and Milton needs to keep track of the class schedules for each section using a stack-based system.

He uses a program that allows him to push, pop, and display class schedules for each section. Milton's program uses a stack data structure, and each class schedule is represented as a character. Help him write a program using a linked list.

### Input Format

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the character onto the stack. If the choice is 1, the following input is a space-separated character, representing the class schedule to be pushed onto the stack.

Choice 2: Pop class schedule from the stack

Choice 3: Display the class schedules in the stack.

Choice 4: Exit the program.

### **Output Format**

The output displays messages according to the choice and the status of the stack:

- If the choice is 1, push the given class schedule to the stack and display the following: "Adding Section: [class schedule]"
- If the choice is 2, pop the class schedule from the stack and display the following: "Removing Section: [class schedule]"
- If the choice is 2, and if the stack is empty without any class schedules, print "Stack is empty. Cannot pop."
- If the choice is 3, print the class schedules in the stack in the following:
- "Enrolled Sections: " followed by the class schedules separated by space.
- If the choice is 3, and there are no class schedules in the stack, print "Stack is empty"
- If the choice is 4, exit the program and display the following: "Exiting the program"
- If any other choice is entered, print "Invalid choice"

Refer to the sample output for the exact format.

## Sample Test Case

Input: 1 d 1 h 3 2

```
3
4
Output: Adding Section: d
Adding Section: h
Enrolled Sections: h d
Removing Section: h
Enrolled Sections: d
Exiting program
Answer
#include <stdio.h>
#include <stdlib.h>
struct Node {
  char data;
  struct Node* next;
};
struct Node* top = NULL;
void push(char value) {
  struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
  if (newNode == NULL) {
    return; // Allocation failed
  newNode->data = value;
  newNode->next = top;
  top = newNode;
  printf("Adding Section: %c\n", value);
}
void pop() {
  if (top == NULL) {
    printf("Stack is empty. Cannot pop.\n");
    return;
  struct Node* temp = top;
  printf("Removing Section: %c\n", top->data);
  top = top->next;
  free(temp);
}
```

```
void displayStack() {
  if (top == NULL) {
    printf("Stack is empty\n");
    return;
  printf("Enrolled Sections: ");
  struct Node* current = top;
  while (current != NULL) {
    printf("%c ", current->data);
    current = current->next;
  printf("\n");
}
int main() {
  int choice;
  char value;
  do {
    scanf("%d", &choice);
    switch (choice) {
       case 1:
         scanf(" %c", &value);
         push(value);
         break;
       case 2:
         pop();
         break;
       case 3:
         displayStack();
         break;
       case 4:
         printf("Exiting program\n");
         break;
       default:
         printf("Invalid choice\n");
  } while (choice != 4);
  return 0;
```

Status: Correct Marks: 10/10