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**Roll No: 48**

**Batch: S2 MCA**

**Date: 01/06/2022**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 5**

**Aim**

Program to create a generic stack and do the Push and Pop operations.

**Procedure**

import java.util.\*;

class operations

{

public void operations()

{

int top=-1,n,ch,e;

Scanner sc=new Scanner(System.in);

System.out.println("Enter the size of stack:");

n=sc.nextInt();

int[] arr=new int[n];

do

{

System.out.println("\n -----MENU----- \n 1.push \n 2.pop \n 3.display");

System.out.println("\nEnter your choice:");

ch=sc.nextInt();

switch(ch)

{

case 1:

if(top==n-1)

{

System.out.println("Stack is full");

}

else

{

System.out.println("Enter element");

e=sc.nextInt();

top++;

arr[top]=e;

}

break;

case 2:

if(top==-1)

{

System.out.println("stack is empty");

}

else

{

System.out.println(arr[top]+" is removed");

top--;

}

break;

case 3:

if(top==-1)

{

System.out.println("stack is empty");

}

else

{

System.out.println("Displaying the elements");

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

{

System.out.println(arr[i]);

}

}

break;

case 4:

System.out.println("Enter a valid choice");

}

}

}

}

public class GenericStack {

public static void main(String[] args) {

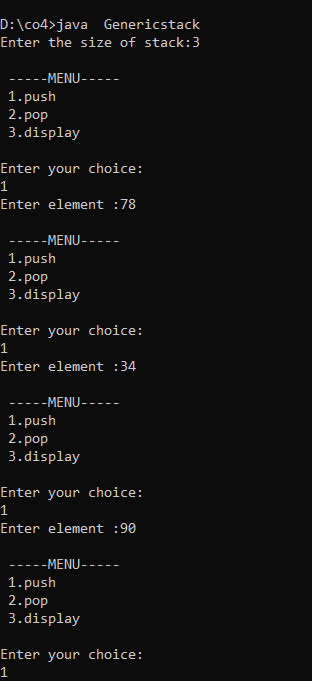
operations o=new operations();

o.operations();

}

}

**Output Screenshot**

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