int isempty(){

if(top == -1)

return 1;

else

return 0;

}

int isfull(){

if(top == MAXSIZE)

return 1;

else

return 0;

}

int peek(){

return stack[top];

}

int pop(){

int data;

if(!isempty()) {

data = stack[top];

top = top - 1;

return data;

} else {

printf("Could not retrieve data, Stack is empty.\n");

}

}

int push(int data){

if(!isfull()) {

top = top + 1;

stack[top] = data;

} else {

printf("Could not insert data, Stack is full.\n");

}

}

int main(){

push(44);

push(10);

push(62);

push(123);

push(15);

printf("Element at top of the stack: %d\n" ,peek());

printf("Elements: \n");

while(!isempty()) {

int data = pop();

printf("%d\n",data);

}

printf("Stack full: %s\n" , isfull()?"true":"false");

printf("Stack empty: %s\n" , isempty()?"true":"false");

return 0;

}

Output:

Element at top of the stack: 15

Elements:

15

123

62

10

44

Stack full: false

Stack empty: true