LAB 2 - Stack Implementation :

```
#include <stdio.h>
#include <process.h>
#include <conio.h>

int top=-1
voidpush (int.item, int s[], int top)
{
if (top== STACKSIZE-1)
   printf (" stack overflow")
else
 { top ++;
    s[top] = item;
 }
 int pop (int s[], int top)
 {
 if(top ==-1)
 {
   printf("stack underflow");
   return;
else
  return(s[top--]);

void display (int top , int s[]),
{ int i;
  if (top == -1)
   printf (" Empty stack");
   else
  { for (i=0, i<top ,i++)
   printf (" %d \n", s[i]);
```

```
}
void main()
{
int item, s[10], item_delete;

int n;
for(;;)
printf("1-push\n 2-pop\n 3-Display\n n-exit");
}
switch(n)
{
case1 : printf("Enter item");
        scanf("%d" &item);
        push(item, s, top);
        break;

case 2:  item-del = pop(s, top);
        printf("The deleted item = %d", &item-del);

        break;

case3 :  display(top, s);
        break;

default : exit(0);
}
}
}
```