

```
64         printf("\nStack is empty\n");
65     }
66     else
67     {
68         printf("\nThe item deleted\n");
```

The item deleted is 20

< 1: Push

2: Pop

3: Display

4: EXIT

Enter your choice:2

Stack is empty

1: Push

2: Pop

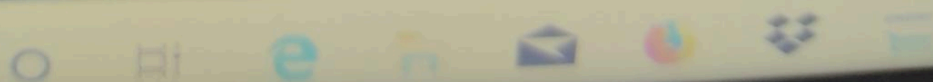
3: Display

4: EXIT

Enter your choice:4

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...Program finished with exit code 0  
Press ENTER to exit console.



acer

```
61 item_deleted=pop();  
62 if(item_deleted==-1)  
63 {  
64     printf("\nStack is empty\n");  
65 }  
66 else  
67 {  
68     printf("\nThe item deleted is %d\n", item_deleted);  
69 }
```

2: Pop

3: Display

4: EXIT

Enter your choice:2

The item deleted is 30

1: Push

2: Pop

3: Display

4: EXIT

Enter your choice:2

The item deleted is 20

1: Push

2: Pop

3: Display

4: EXIT

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acer



```
61     item_deleted=pop();
62     if(item_deleted==-1)
63     {
64         printf("\nStack is empty\n");
65     }
66     else
67     {
68         printf("\nThe item deleted is
```

The item deleted is 45

< 1: Push  
2: Pop  
3: Display  
4: EXIT

Enter your choice:2

The item deleted is 50

1: Push  
2: Pop  
3: Display  
4: EXIT

Enter your choice:2

The item deleted is 40

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1: Push

Search



acer

```
59         break;
60     case 2:
61         item_deleted=pop();
62         if(item_deleted==-1)
63         {
64             printf("\nStack is empty\n");
65         }
66         else
67         {
68             printf("\nThe item deleted is %d\n", item_deleted);
69         }
70     }
71 }
```

1: Push

2: Pop

3: Display

4: EXIT

Enter your choice:3

The contents fo the stack are:

20

30

40

50

45

1: Push

2: Pop

3: Display

4: EXIT

Enter your choice:2

The item deleted is 45

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```
62         if(item_deleted==-1)
63         {
64             printf("\nStack is empty\n");
65         }
66         else
67         {
68             printf("\nThe item deleted is %d\n");
```

4: EXIT

Enter your choice:1

<

Enter the item to be inserted:45

1: Push

2: Pop

3: Display

4: EXIT

Enter your choice:1

Enter the item to be inserted:60

STACK OVERFLOW

1: Push

2: Pop

3: Display

4: EXIT

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y

line



acer

```
64 {  
65     printf("\nStack is empty\n");  
66 }  
67 else  
68 {  
    printf("\nThe item deleted is %d\n");  
}
```

1: Push

2: Pop

< 3: Display

4: EXIT

Enter your choice:

1

Enter the item to be inserted:50

1: Push

2: Pop

3: Display

4: EXIT

Enter your choice:1

Enter the item to be inserted:45

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1: Push

2: Pop

arch

acer