GAYATHRI

4AL19CS035

Algorithm Stepl: Start Stepa: vold push (vold) Skp3: void pop (void) Skp4: void display (vold) DBplay Enter the 894 of Stave (max = 100): Steps: top=-1 Bisplay Stack operation using Array Step7: SKP8: D8play 1. PUSH 2. POP 3. DISPLAY 4. EXIT Step 9: do DBplay Enter the choice Input choice Swatch (chalu) push() case I: break POP() Com 2! break can 3: dsplay() break EXIT POINT break Osplay pleax Enkl a valled default: chorce (1/a/3/4)

while (choice!= 4)

Stepio: Stop

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vold push ()
 Skp1: Entry
 Slep 2: 18 (fop >= n-1)
        08 play Stack 8 over How
          D8play Enter a value to be pursed
       Else
            input x
            top++
           Stack[top] =x
SKP3: End
vold pop ()
 Step 1: Entry
 skpd: If (topc=-)
          D8play Stack 8 unda flow
           Display The popped Elements ?
                output Stack (toe)
             top --
Step 3: End
void asplay()
  Step1 ! Entry
   Step 2: 4(top>=0)
          OBPlay The Elements en stack
         206 (9= top; 9=0; 9--)
          D&play Stack(9)
        Doplay Pres Next choice.
                 The Stale & Empty
      Elve
         08 play
Step3:
```

&nd

flowchart Start void push (void) vold pop (vold void & play (void) of Stock (max = 100]: the input n STACK operations Usping Aragai 1. PUSH Q. POP 8. DEPLAY H. EXIT Truc Displan Way Clay suffer the le break Fals () (30) Pop() bocar False Deplaye) 404. Eli DEPLOY EXIT POINT bacoule 1000 0 80 @ bris

default: please true a validation (1/2/2/4) Falls . WALLOSONOLD TIVE return o (Stop) Veldpush () Enry · Falx IR (Kp >= n-1) 78ve Entera value to be MAN stack & over How, 1 Pput x Start (ton) = x

(Enry) vad pap() 18 (haple -1) Falt True poposed Element Stark & and e Flow output staugo e3 top - void Splay () Enry Falm True Element Instaur Porla- top 19 >=0 The Stace & Engly Staur [9] Next Chope prem (Stop)