

stack:

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

```
void push(int u);
```

```
int pop();
```

```
top = -1;
```

```
int st[100];
```

```
void main()
```

```
{
```

```
int n, u;
```

```
printf("Enter 1: push 2: pop 3: display and -1 to exit\n");
```

```
scanf("%d", &n);
```

```
while(n != -1)
```

```
{
```

```
if(n == 1)
```

```
{
```

```
printf("Enter the element to push\n");
```

```
scanf("%d", &u);
```

```
push(u);
```

```
}
```

```
if(n == 2)
```

```
{
```

```
u = pop();
```

```
printf("popped element %d\n", u);
```

```
}
```

```
if(n == 3)
```

```
{
```

```
dis();
```

```
}
```

```
printf("Enter 1: push 2: pop 3: display and -1 to exit\n");
```

```
scanf("%d", &n);
```

```
}
```



return;

}

void push(int n)

{

if (top == 99)

printf("full stack\n");

else

{

st[++top] = n;

}

}

int pop()

{

if (top == -1)

printf("empty stack\n");

else

{

return st[top--];

}

}

void disp()

{

int temp = top;

printf("the stack elements are :\n");

if (temp == -1)

{

printf("empty stack\n");

return;

}

while (temp > -1)

{ printf("%d", st[temp]);

temp--;

}

print & ("\\n");

Ambekar, Monish

DS-Lab

25/9/2020