## **Program** (Stack using Linkedlist)

```
#include<stdio.h>
#include<stdlib.h>
struct Node
int data;
struct Node *next;
}*top = NULL;
void push(int);
void pop();
void display();
void search();
void main()
int choice, value;
while(1){
printf("\nChoices: \n");
printf("1.Push\n2.Pop\n3.Display\n4.Search\n5.Exit\n");
printf("Enter your choice: ");
scanf("%d",&choice);
switch(choice){
case 1: printf("Enter the value to be insert: ");
scanf("%d", &value);
push(value);
break;
case 2: pop();
    break;
case 3: display();
```

```
break;
case 4: search();
    break;
case 5: exit(0);
    break;
default: printf("\nError..! Please try again\n");
}
}
void push(int value)
{
struct Node *newNode;
newNode = (struct Node*)malloc(sizeof(struct Node));
newNode->data = value;
if(top == NULL)
newNode->next = NULL;
else
newNode->next = top;
top = newNode;
printf("\nInsertion is Successfull\n");
}
void pop()
{
if(top == NULL)
printf("\nStack is Empty\n");
else{
struct Node *temp = top;
printf("\nPopped element: %d", temp->data);
top = temp->next;
```

```
free(temp);
}
}
void display()
{
if(top == NULL)
printf("\nStack is Empty\n");
else{
struct Node *temp = top;
while(temp->next != NULL){
printf("%d-->",temp->data);
temp = temp -> next;
}
printf("%d-->NULL",temp->data);
}
}
void search()
struct Node *ptr;
int item,i=0,flag;
ptr = top;
if(ptr == NULL)
{
printf("\nEmpty List\n");
}
else
{
printf("\nEnter the item to be searched:");
scanf("%d",&item);
```

```
while (ptr!=NULL)
if(ptr->data == item)
{
flag=1;
printf("location of the item is %d ",i+1);
}
else
{
flag=0;
}
i++;
ptr = ptr -> next;
}
if(flag==0)
printf("Item not found\n");
}
}
}
```

## <u>Output</u>

