Run   Debug   Stop   Share   Save   {} Beautify   Language C

main.c

```c
8  *************************************************************/
9  #include <stdio.h>
10 #include<conio.h>
11 #include<stdlib.h>
12 struct stack
13 {
14     int data;
15     struct stack *next;
16 }*top=NULL,*temp;
17 main()
18 {
19     int choice;
20     //clrscr();
21     while(1)
22     {
23         printf("\n Main Menu\n");
24         printf("1.Push\n");
25         printf("2.Pop\n");
26         printf("3.Display\n");
27         printf("4.Quit\n");
28         scanf("%d",&choice);
29         switch(choice)
30         {
31             case 1:push();
32             break;
33             case 2:pop();
34             break;
35             case 3:display();
36             break;
```

Press ENTER to exit console.

▶ Run   ⊙ Debug   ■ Stop   ⤴ Share   💾 Save   { } Beautify   ⬇   Language C

main.c

```
36              break;
37              case 4:exit(1);
38              break;
39              default:printf("wrong choice\n");
40          }
41      }
42  }
43  push()
44 ▾ {
45      struct stack* temp;
46      int pushitem;
47      temp=(struct stack*)malloc(sizeof(struct stack));
48      printf("input the element to be inserted on to the stack");
49      scanf("%d",&pushitem);
50      temp->data=pushitem;
51      temp->next=top;
52      top=temp;
53      return;
54  }
55  pop()
56 ▾ {
57      struct stack *ptr;
58      if(top==NULL)
59      printf("stack is empty");
60      else
61 ▾  {
62          temp=top;
63          printf("popped item is %d\n:",temp->data);
64          top=top->next;
```

Press ENTER to exit console.

```c
63          printf("popped item is %d\n:",temp->data);
64          top=top->next;
65          free(temp);
66      }
67 }
68 display()
69 {
70     struct stack *ptr;
71     ptr=top;
72     if(top==NULL)
73     printf("stack is empty\n");
74     else
75     {
76         printf("stack elements :\n");
77         while(ptr!=NULL)
78         {
79             printf("%d\n",ptr->data);
80             ptr=ptr->next;
81         }
82     }
83     return;
84 }
```

input

```
main.c:68:1: warning: return type defaults to 'int' [-Wimplicit-int]
main.c:83:5: warning: 'return' with no value, in function returning non-void
main.c:68:1: note: declared here

 Main Menu
1.Push
2.Pop
3.Display
4.Quit
1
input the element to be inserted on to the stack 15

 Main Menu
1.Push
2.Pop
3.Display
4.Quit
1
input the element to be inserted on to the stack 20

 Main Menu
1.Push
2.Pop
3.Display
4.Quit
1
input the element to be inserted on to the stack25

 Main Menu
1.Push
```

input

```
Main Menu
1.Push
2.Pop
3.Display
4.Quit
3
stack elements :
25
20
15

 Main Menu
1.Push
2.Pop
3.Display
4.Quit
2
popped item is 25
:
 Main Menu
1.Push
2.Pop
3.Display
4.Quit
4


...Program finished with exit code 1
Press ENTER to exit console.
```