#include<iostream>

using namespace std;

struct node{

int data;

node\* next;

};

struct node\* head;

void push()

{

cout<<"\nEnter element to push : ";

struct node\* new\_node;

new\_node = new struct node;

cin>>new\_node->data;

new\_node->next = NULL;

if(head == NULL)

{

head = new\_node;

}

else{

new\_node->next = head;

head = new\_node;

}

}

void pop()

{

if(head->next == NULL)

head =NULL;

else {

head = head->next;

}

cout<<"\none element popped\n";

}

void display()

{

struct node\* ptr;

ptr = head;

cout<<"\nYour final stack is : ";

while(ptr != NULL)

{

cout<<ptr->data<<" ";

ptr = ptr->next;

}

}

int main()

{

int x = 1;

while(x != 0)

{

cout<<"Enter for push=1\_\_\_pop=-1\_\_\_nothing=0 : ";

cin>>x;

if(x == 1)

{

push();

}

else if(x == -1)

{

pop();

}

else break;

}

display();

}