ANVITHA
IBM19CS021

URBAN EDGE

```
#include <stdio.h>
#include <stdlib.h>
Struct node
{
  int info;
  Struct node *ptr;
}*top ,*top1,*temp;

void push (int data);
void pop();
void display();
void create();

int main()
{
  int no, ch, e;
  printf ("\n 1- Push
           2- Pop
           3- Display
           4- Exit");
create();
while (1)
{
 printf("Enter choice :");
 scanf ("%d", &ch);
 switch (ch)
 {
 case 1:
   printf("Enter data:");
   scanf ("%d", &no);
   push (no);
   break;
case 2:
   pop();
```

```
        break;
    case 3:
        display()
        break;
    case 4:
        exit(0);
    default:
        printf("Wrong choice.");
    }
}

void create()
{
if (top == NULL)
{
top = (struct node *) malloc (1*sizeof(struct node));
top->ptr = NULL;
top->info = data;
}
else
{
temp = (struct node *) malloc (1* size of (struct node
temp->ptr = top;
temp->info = data;
top = temp;
}
}

void display()
{
    top1 = top;
    if (top1 == NULL)
    {
```

```
        printf ("stack is empty");
        return;
    }
    while (top1 != NULL)
    {
     printf ("%d", top1 -> info);
     top1 = top1 -> ptr;
    }
}

void pop()
 {
   top1 = top;
   if ( top1 == NULL)
   {
   printf ( " pop from empty stack");
   return;
   }
 else
   top1 = top1 -> ptr;
printf ( "Popped val : %d", top -> info);
free (top);
 top = top1;
}
```