

```

#define MaxSize 100
typedef struct node *Nodeptr;

typedef struct {
    Nodeptr Stack[MaxSize];
    int top;
} STACK;

int IsEmptyStack (STACK *s) {
    if (s->top==-1)
        return 1;
    else
        return 0;
}

void Push (STACK *s, Nodeptr x) {
    if (s->top==MaxSize-1)
    {
        printf("Stack Overflow");
        return;
    }
    s->Stack[++s->top]=x;
}

Nodeptr Pop (STACK *s)
{
    return (s->Stack[s->top--]);
}

```