```
/*INSERTION AND DELETION IN STACK USING LINKED LIST*/
#include<stdio.h>
#include<conio.h>
void push();
void pop();
void display();
struct node
{
int data;
struct node *next;
}*top=NULL;
typedef struct node NODE;
NODE *p;
void main()
{
int ch;
clrscr();
printf("1.Push\n2.Pop\n3.Display\n4.Exit\n");
do
{
printf("\nEnter ur choice: ");
scanf("%d",&ch);
switch(ch)
{
case 1:push();break;
```

```
case 2:pop();break;
case 3:display();break;
case 4:printf("Program Exited");break;
default:printf("Invalid choice");
}
}while(ch!=4);
getch();
}
void push()
{
p=(NODE*)malloc(sizeof(NODE));
printf("Enter the data: ");
scanf("%d",&p->data);
if(top==NULL)
  {
   p->next=NULL;
   top=p;
  }
else
  {
   p->next=top;
   top=p;
  }
}
void pop()
```

```
{
NODE *t;
if(top==NULL)
  printf("Stack Underflow");
else
  {
   t=top;
   top=top->next;
   printf("Deleted element is %d.\n",t->data);
   free(t);
  }
}
void display()
{
NODE *i;
if(top==NULL)
  printf("Stack Underflow");
for(i=top;i!=NULL;i=i->next)
  printf("%d\t",i->data);
getch();
}
```