

## **Implementation of Stack**

Stack can be implemented in two ways using Array and Linked list.

### **1. Stack implementation using Array.**

```
#include<stdio.h>
#include<conio.h>
int stack[100],choice,n,top,x,i;
void push(void);
void pop(void);
void display(void);
void main()
{
    clrscr();
    top=-1;
    printf("\n Enter the size of STACK[MAX=100]:");
    scanf("%d",&n);
    printf("\n\t STACK OPERATIONS USING ARRAY");
    printf("\n\t-----");
    printf("\n\t 1.PUSH\n\t 2.POP\n\t 3.DISPLAY\n\t 4.EXIT");
    do
    {
        printf("\n Enter the Choice:");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:
            {
                push();
                break;
            }
        }
    }
}
```

```
    }

case 2:
{
    pop();
    break;
}

case 3:
{
    display();
    break;
}

case 4:
{
    printf("\n\t EXIT POINT ");
    break;
}

default:
{
    printf ("\n\t Please Enter a Valid Choice(1/2/3/4)");
}

}

}

while(choice!=4);
getch();

}

void push()
{
    if(top>=n-1)
    {
        printf("\n\tSTACK is over flow");
    }
}
```

```

    }

else
{
    printf(" Enter a value to be pushed:");
    scanf("%d",&x);
    top++;
    stack[top]=x;
}

void pop()
{
    if(top<=-1)
    {
        printf("\n\t Stack is under flow");
    }
    else
    {
        printf("\n\t The popped elements is %d",stack[top]);
        top--;
    }
}

void display()
{
    if(top>=0)
    {
        printf("\n The elements in STACK \n");
        for(i=top; i>=0; i--)
            printf("\n%d",stack[i]);
        printf("\n Press Next Choice");
    }
}

```

```

else
{
    printf("\n The STACK is empty");
}

}

```

## 2. Stack implementation using Linked List

```

#include <stdio.h>
#include <stdlib.h>
#include<conio.h>
void push();
void pop();
void display();
struct node
{
    int val;
    struct node *next;
};
struct node *head;

void main ()
{
    int choice=0;
    printf("\n*****Stack operations using linked list*****\n");
    printf("\n-----\n");
    while(choice != 4)
    {
        printf("\n\nChose one from the below options...\n");
        printf("\n1.Push\n2.Pop\n3.Show\n4.Exit");

```

```
printf("\n Enter your choice \n");
scanf("%d",&choice);
switch(choice)
{
    case 1:
    {
        push();
        break;
    }
    case 2:
    {
        pop();
        break;
    }
    case 3:
    {
        display();
        break;
    }
    case 4:
    {
        printf("Exiting....");
        break;
    }
    default:
    {
        printf("Please Enter valid choice ");
    }
};

}

getch();
```

```
}

void push ()
{
    int val;

    struct node *ptr = (struct node*)malloc(sizeof(struct node));
    if(ptr == NULL)
    {
        printf("not able to push the element");
    }
    else
    {
        printf("Enter the value");
        scanf("%d",&val);
        if(head==NULL)
        {
            ptr->val = val;
            ptr -> next = NULL;
            head=ptr;
        }
        else
        {
            ptr->val = val;
            ptr->next = head;
            head=ptr;
        }
        printf("Item pushed");
    }
}
```

```
void pop()
{
    int item;
    struct node *ptr;
    if (head == NULL)
    {
        printf("Underflow");
    }
    else
    {
        item = head->val;
        ptr = head;
        head = head->next;
        free(ptr);
        printf("Item popped");
    }
}

void display()
{
    int i;
    struct node *ptr;
    ptr=head;
    if(ptr == NULL)
    {
        printf("Stack is empty\n");
    }
    else
    {
        printf("Printing Stack elements \n");
        while(ptr!=NULL)
```

```
{  
    printf("%d\n",ptr->val);  
    ptr = ptr->next;  
}  
}  
}
```