```
#include <stdio.h>
#include <conio.h>
#include <stdlib.h>
struct node
{
int data;
struct node *next;
}*top,*new1,*first;

void main()
{
int wish,opt;
void create(),push(),pop(),view();
do
{
printf("Stack using linked list menu");
printf("\n1.Create\n2.Push\n3.Pop\n4.View\n5.Exit\n");
printf("\nEnter your option(1,2,3,4,5):");
scanf("%d",&wish);
switch(wish)
{
case 1: create(); break;
case 2: push(); break;
case 3: pop(); break;
case 4: view(); break;
case 5: exit(0);
}
printf("\nDo you wnat to continue(0/1):");
scanf("%d",&opt);
} while(opt==1);
}
void create()
{
int ch;
top=(struct node*)malloc(sizeof(struct node));
top->next=NULL;
do
{
printf("Enter the data:\n");
scanf("%d",&top->data);
printf("Do you want to insert another(1/0)\n");
scanf("%d",&ch);
if(ch==1)
{
new1=(struct node*)malloc(sizeof(struct node));
new1->next=top;
top=new1;
first=top;
}
else
break;
} while(ch==1);
}
void push()
```

```
{
top=first;
new1=(struct node*)malloc(sizeof(struct node));
printf("Enter the element to be pushed:");
scanf("%d",&new1->data);
new1->next=top;
top=new1;
first=top;
}
void pop()
{
top=first;
if(top==NULL)
printf("\n Stack is empty");
else
{
printf("\nThe element popped out from stack is %d",top->data);
top=top->next;
first=top;
}}
void view()
{
printf("\nStack contents\n");
while(top->next!=NULL)
{printf("%d->",top->data);
top=top->next;}
printf("%d\n",top->data);
getch();}
```