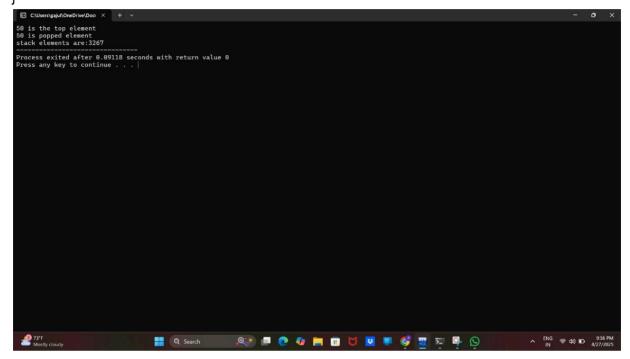
1.STACK IMPLEMENTATION

```
#include<stdio.h>
# define Max 100
int stack[Max];
int top=-1;
void push(int val)
{
        if(top>=Max-1)
        printf("stack overflow");
        else{
               stack[++top]=val;
       }
}
int pop()
        if (top<0)
        printf("stack underflow");
        else{
               return stack[top--];
       }
int peek()
        if(top<0)
        printf("stack is empty");
        else
        return stack[top];
void display()
{
        if(top<0)
        printf("stack is empty");
        else{
               printf("stack elements are:");
               for(int i=top;i>=0;i--)
                               printf("%d",stack[i]);
       }
}
int main()
{
        push(7);
```

```
push(6);
push(32);
push(50);
printf("%d is the top element\n",peek());
printf("%d is popped element\n",pop());
display( );
return 0;
```

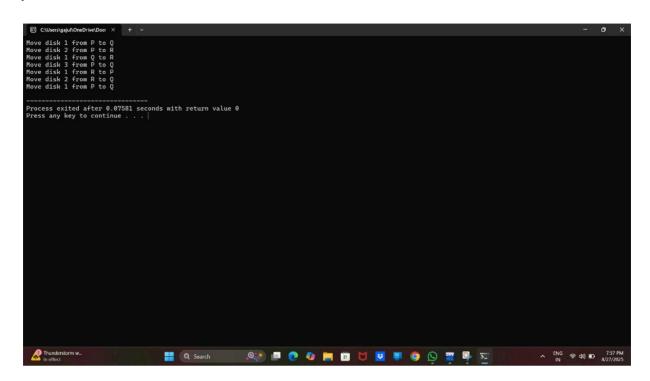


2. Towers of hanoi (recursive)

#include <stdio.h>

```
void hanoi(int n, char from, char to, char aux) {
   if (n == 1) {
      printf("Move disk 1 from %c to %c\n", from, to);
      return;
   }
   hanoi(n - 1, from, aux, to);
   printf("Move disk %d from %c to %c\n", n, from, to);
   hanoi(n - 1, aux, to, from);
}
int main()
{
   int n = 3;
```

```
hanoi(n, 'A', 'C', 'B');
return 0;
}
```



3. Towers of hanoi (iterative)

```
#include <stdio.h>

typedef struct {
    int n;
    char from, to, aux;
    int stage;
}Frame;

void hanoi_iterative(int n, char from, char to, char aux) {
    Frame stack[100];
    int top = -1;

    stack[++top] = (Frame){n, from, to, aux, 0};

while (top >= 0) {
    Frame *f = &stack[top--];

    if (f->n == 1) {
        printf("Move disk 1 from %c to %c\n", f->from, f->to);
    }
}
```

```
continue;
}

if (f->stage == 0)
{

    stack[++top] = (Frame){f->n - 1, f->aux, f->to, f->from, 0};
    stack[++top] = (Frame){1, f->from, f->to, f->aux, 0};
    stack[++top] = (Frame){f->n - 1, f->from, f->aux, f->to, 0};
}
}

int main()
{
    int n = 3;
    hanoi_iterative(n, 'A', 'C', 'B');
    return 0;
}
```

