

stack-using-array.c

//write a program to implement stack using array.

```
#include <stdio.h>
```

```
#define max 10
```

```
int stack[10], top = -1;
```

```
void push(int data){  
    stack[++top] = data;  
}
```

```
int pop(){  
    return stack[top--];  
}
```

```
void display(){  
    int i = 0;  
    while(i <= top){  
        printf("%d",stack[i]);  
        i++;  
        if(i > top){  
            break;  
        }  
        printf(" -> ");  
    }  
    printf("\n");  
}
```

```
int isEmpty(){  
    return top == -1;  
}
```

```
int isFull(){  
    return top == max-1;  
}
```

```
int len(){  
    return top+1;  
}
```

```
void main(){  
    if(isEmpty()){  
        printf("The stack is empty.\n");  
    }else{  
        printf("The stack is not empty.\n");  
    }  
    printf("the length of the stack is %d\n",len());  
    push(10);  
    printf("the length of the stack is %d\n",len());  
    push(102);  
    push(15);  
    push(13);  
    push(12);  
    display();  
    printf("the length of the stack is %d\n",len());  
}
```

```
if(isFull()){
    printf("The stack is Full.\n");
}else{
    printf("The stack is not Full.\n");
}
printf("Removed %d\n",pop());
printf("Removed %d\n",pop());
printf("Removed %d\n",pop());
display();
}
```

OUTPUT

PS S:\Workspace\CollegeWork\DataStructure\Temp> gcc .\stack-using-array.c

PS S:\Workspace\CollegeWork\DataStructure\Temp> ./a

The stack is empty.

the length of the stack is 0

the length of the stack is 1

10 -> 102 -> 15 -> 13 -> 12

the length of the stack is 5

The stack is not Full.

Removed 12

Removed 13

Removed 15

10 -> 102

PS S:\Workspace\CollegeWork\DataStructure\Temp>