Disha.N
1BM19CS051
25/9/20

```
#define size 10
struct stack {
   int s[size];
   int top;
   } st;

int stfull ()
{
   if (st.top >= size-1)
     return 1;
     else
      return 0;

void push (int element)
 {
     st.top++;
     st.s[st.top] = item;
 }
 int stempty()
 {
      if (st.top == -1)
       return 1;
       else
         return 0;
    }
 int pop()
 {
    int item;
    item = st.s[st.top];
    st.top--;
    return (item);
  }
```

top = -1;
Void ...

Void display()

Disha.N
1BM19CS051
25/9/20

{ int i;
if (st.empty())
printf("\n Stack is empty\n");
else
{
for(i=st.top;i>=0;i--)
printf("%d", st.s[i]);
}
}

void main(void)

{
int item, choice;
char ans;
st.top = -1;
printf("Implementation of Stack\n");

do {
printf("Main Menu");
printf("\n 1. Push \t 2. Pop \t 3. Display
\t 4. exit");
printf("enter your choice\n");

switch(choice)

{
case 1: printf("enter the item to be pushed\n");
scanf("%d", &item);
if(stfull())
printf("Stack is full\n");
else
push(item);
break;

Disha. N
1BM19CS051
25/9/20

```
case 2: if (stempty())
        printf("Empty stack | Underflow\n");
        else {
         item = pop();
          printf("the popped element is %d", item);
        }
          break;
case 3: display();
            break;
case 4: exit(0);
}
  printf("Do you want to continue?");
  ans = getche();
 } while(ans == 'y' || ans == 'y');
  getch();
}
```