

Viva

Dob → 02/01/2001

⇒ push(0)

0

push(2)

2
0

push(0)

0
2
0

push(1)

1
0
2
0

push(2)

2
1
0
2
0

push(0)

0
0
2
1
0
2
0

push(0)

0
0
2
1
0
2
0

push(1)

1
0
0
0
2
1
0
2
0

int sum = 0;

pop()

1
0
0
2
1
0
2
0

ele = 1
(odd)

pop()

0
0
0
2
1
0
2
0

ele = 0
(even)
sum = sum + ele
= 0 + 0
= 0

pop()

0
2
1
0
2
0

ele = 0
(even)
sum = sum + ele
= 0 + 0
= 0

pop()

2
1
0
2
0

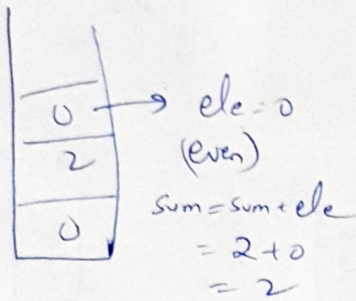
ele = 2
(even)
sum = sum + ele
= 0 + 2
= 2

pop()

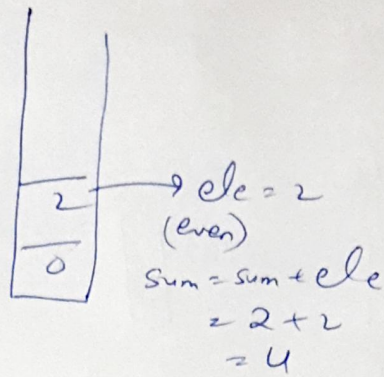
1
0
2
0

ele = 1
(odd)

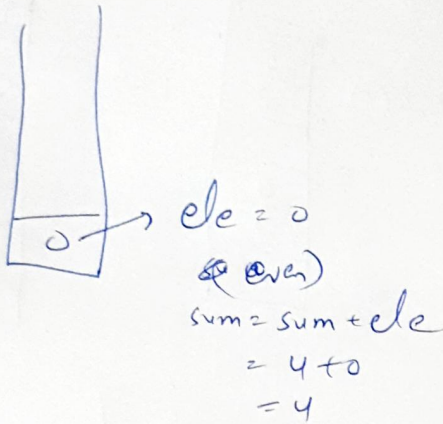
Pop()



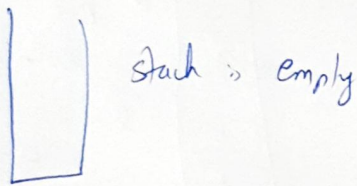
Pop()



Pop()



Pop()



Ans \Rightarrow Sum = 4

Void calsum()

```

{
    int sum = 0;
    int ele;
    while (top >= 0)
    {

```

```

        ele = stack[top];
        top--;
        if (ele % 2 == 0)
        {
            sum = sum + ele;
        }
    }
}

```

3