**Linked list**

**#include <stdio.h>**

**#include <stdlib.h>**

**struct node{**

**int info;**

**struct node \*ptr;**

**}\*top,\*top1,\*temp;**

**int topelement();**

**void push(int data);**

**void pop();**

**void empty();**

**void display();**

**void destroy();**

**void stack\_count();**

**void create();**

**int count = 0;**

**int main(){**

**int no, ch, e;**

**printf("\n 1 - Push");**

**printf("\n 2 - Pop");**

**printf("\n 3 - display");**

**printf("\n 4 - exit");**

**create();**

**while (1){**

**printf("\n Enter choice : ");**

**scanf("%d", &ch);**

**switch (ch){**

**case 1:**

**printf("Enter element : ");**

**scanf("%d", &no);**

**push(no);**

**break;**

**case 2:**

**pop();**

**break;**

**case 4:**

**exit(0);**

**case 3:**

**display();**

**break;**

**default :**

**printf(" wrong choice:Try again ");**

**break;**

**}**

**}**

**}**

**void create(){**

**top = NULL;**

**}**

**void push(int data){**

**if (top == NULL){**

**top =(struct node \*)malloc(1\*sizeof(struct node));**

**top->ptr = NULL;**

**top->info = data;**

**}**

**else{**

**temp =(struct node \*)malloc(1\*sizeof(struct node));**

**temp->ptr = top;**

**temp->info = data;**

**top = temp;**

**}**

**count++;**

**}**

**void display(){**

**top1 = top;**

**if (top1 == NULL){**

**printf("empty stack");**

**return;**

**}**

**while (top1 != NULL){**

**printf("%d ", top1->info);**

**top1 = top1->ptr;**

**}**

**}**

**void pop(){**

**top1 = top;**

**if (top1 == NULL){**

**printf("\n error");**

**return;**

**}**

**else**

**top1 = top1->ptr;**

**printf("\n Popped value : %d", top->info);**

**free(top);**

**top = top1;**

**count--;**

**}**

**int topelement(){**

**return(top->info);**

**}**

