```
#define stacksize100
struckt stack {
int top;
struckt stackelement items(stacksize); //  don't sure about it
}
int empty( struckt stack *ps)
{
if(ps->top== -1)
return(true);
else
return(false);
}
 int listeleme(strucket stack *ps)
{
if (empty(ps))
prrintf("eleman yoktur");
else
for (i=0; i<=(ps->top); i++;)
printf("%d\n", item[i]);
}

int pop(struckt stack *ps)
{
if (empty(ps))
 printf ("stack boş");
exit(1);
else
return (ps-> items[ps->top--]);
}

void push (struckt stack*ps , int x)
{
if (ps->top==strucktsize-1)
printf("struckt dolu");
exit(1);
else
ps-> items [++(ps->top)]=x;
return;
}

x= pop(s);
push(s,x);
```

```
main()
{
int x;
int sec;
int i;
int counter;
while (.... )
{
printf(" stack menu");
printf("1.ekleneck");
printf("2.listeleme");
printf("3.çıkarma");
printf("4.exit");
.
.scanf("%d",&sec);

 switch (seç)
{
case 1:
printf("bir sayı girin:");
scanf("%d", &x);
push(s,x);
break;

case 2:
listeleme();
break

case 3:
x=pop(S);
printf("%d silenecek elemanı:",x);
break;

case 4:
exit(0);
}
   }
       }
```