

```

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

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

void push (structt stack*ps , int x)
{
if (ps->top==strucktsize-1)
printf("struckt dolu");
exit(1);
else
ps-> items [++(ps->top)]=x;
return;
}
İnt arama ( structt stack ps)
{
Scanf("%d", &x);
If ( x==items[i])

```

```
Printf(" %d", x);  
Else  
Printf(" girdiginiz rakami bulunmadi");  
x= pop(s);  
push(s,x);
```

```
main()  
{  
int x;  
int sec;  
int i;  
int counter;  
while (.... )  
{  
printf(" stack menu");  
printf("1.eklenecek");  
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);  
}  
}
```

}