S.C

```
#include<stdio.h>
#include<conio.h>
struct node{
int data;
struct node *next;
}*top=NULL,*temp;

void push(int value)
{
struct node *newmode;
newmode=(struct node*)malloc(sizeof(struct node));
newmode->data=value;
if(top==NULL)
{
top=newmode;
newmode->next=NULL;
}
else
{
newmode->next=top;
top=newmode;
```

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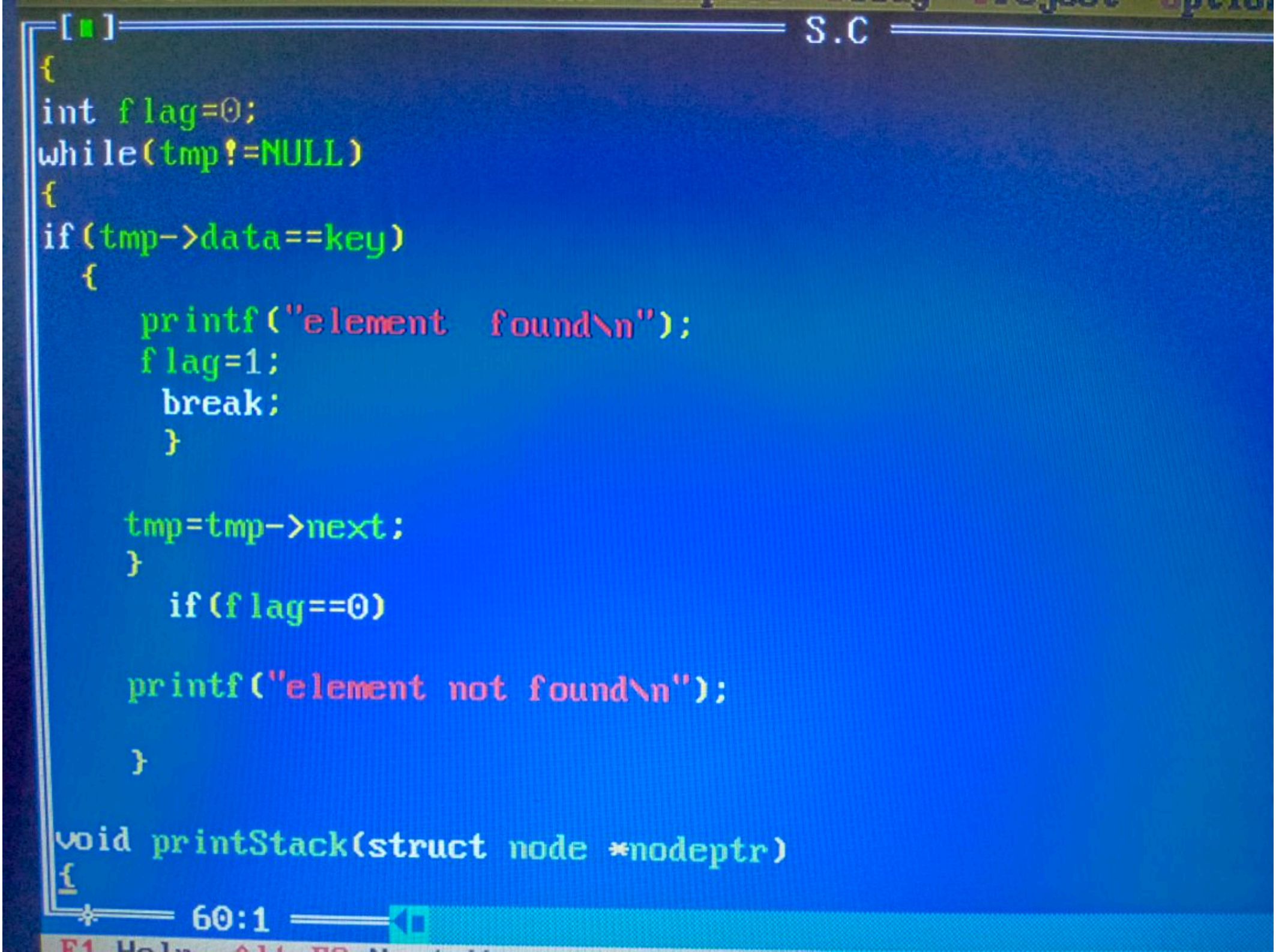
S.C

```
top=newmode;
}
}
void pop()
{
if(top==NULL)
printf("stack is empty");
else
temp=top;
printf("poped element is %d\n",temp->data);
top=temp->next;
free(temp);
}
int peek()
{
return top->data;
}

void search(int key,struct node *tmp)
{
int flag=0;
```


S.C
{
int flag=0;
while(tmp!=NULL)
{
if(tmp->data==key)
{
printf("element found\n");
flag=1;
break;
}
tmp=tmp->next;
}
if(flag==0)
printf("element not found\n");
}
void printStack(struct node *nodeptr)
{
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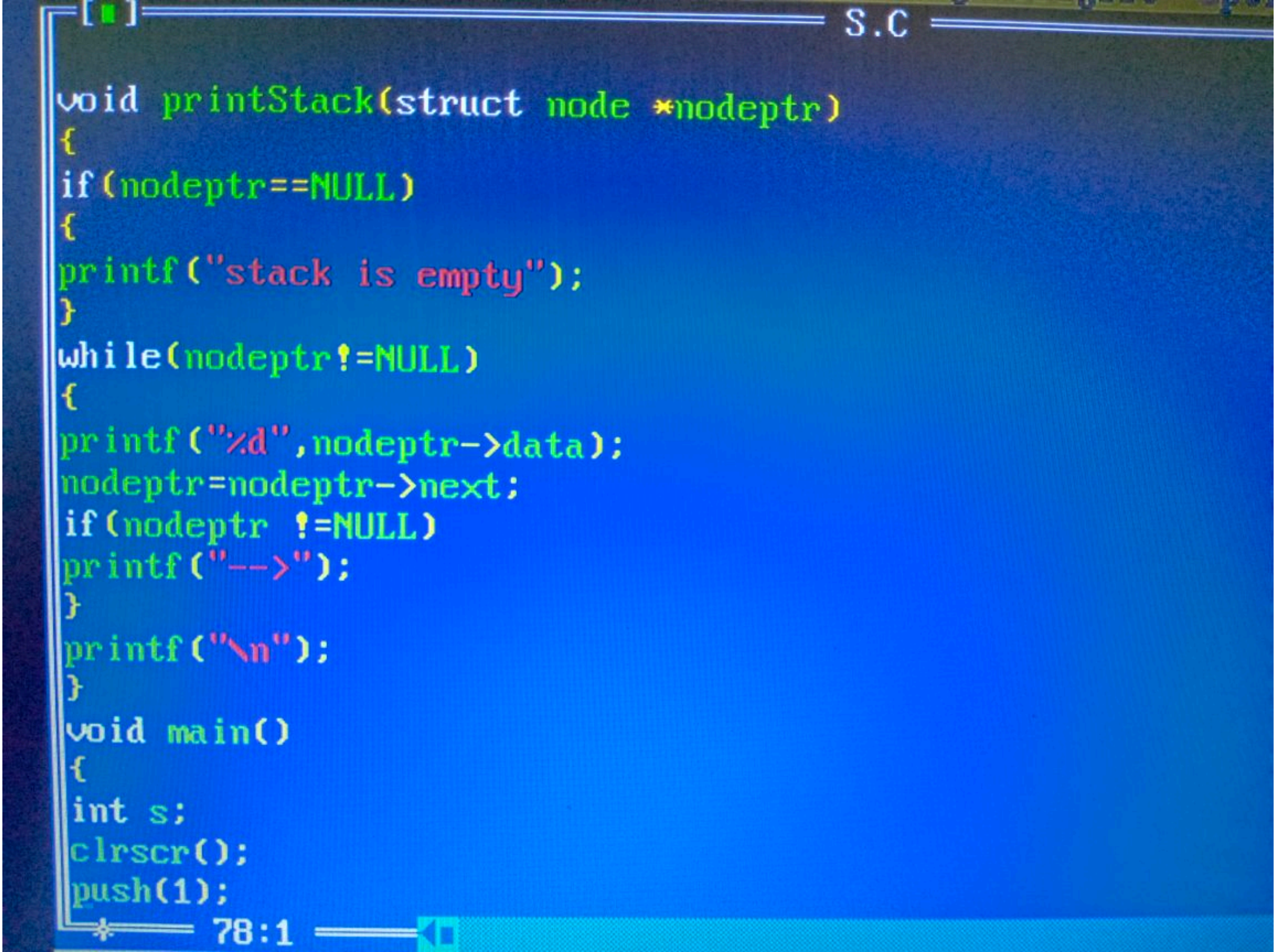
S.C
void printStack(struct node *nodeptr)
{
if(nodeptr==NULL)
{
printf("stack is empty");
}
while(nodeptr!=NULL)
{
printf("%d",nodeptr->data);
nodeptr=nodeptr->next;
if(nodeptr !=NULL)
printf("-->");
}
printf("\n");
}
void main()
{
int s;
clrscr();
push(1);
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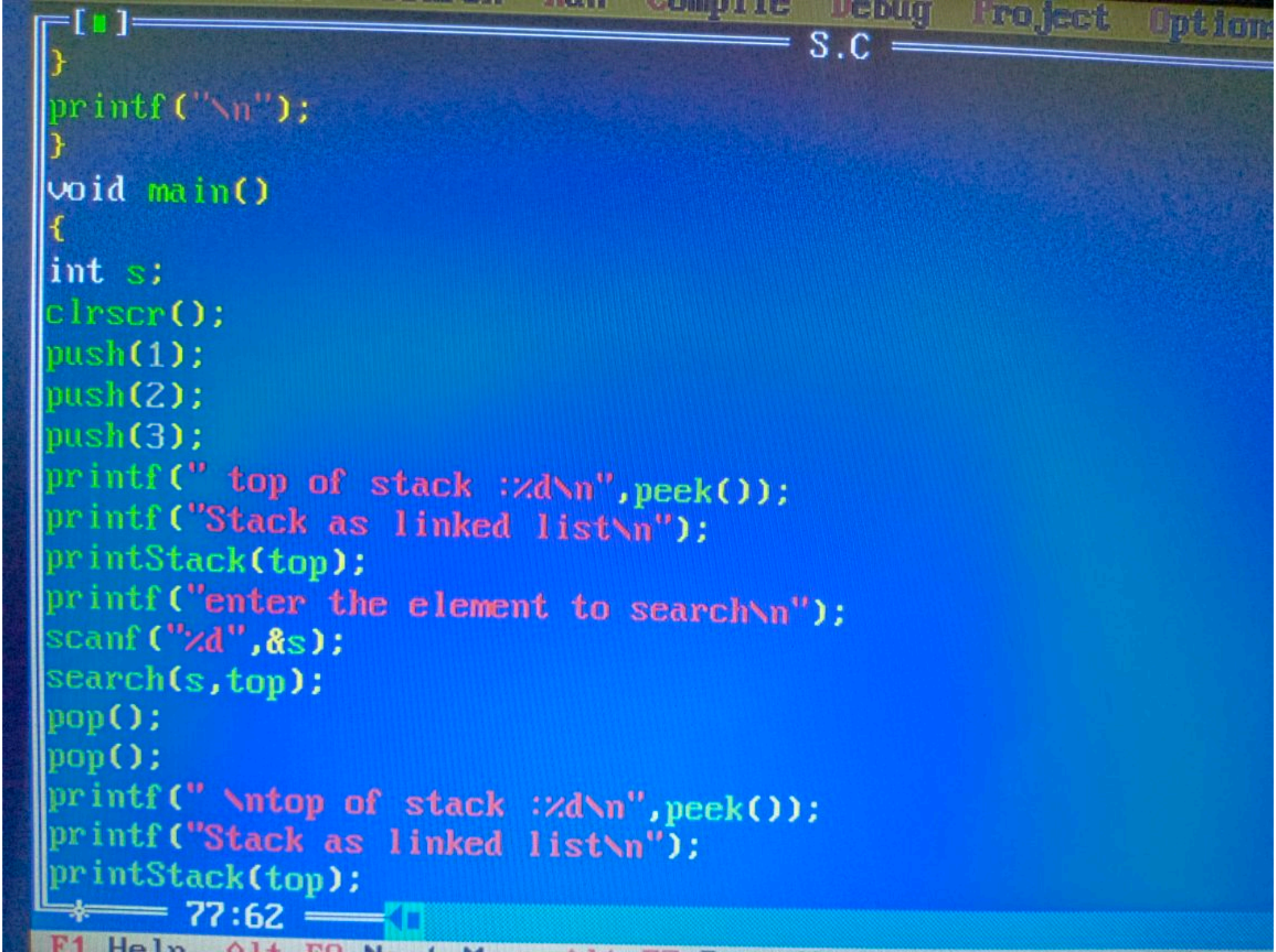
Run Compile Debug Project Options
S.C
}
printf("\n");
}
void main()
{
int s;
clrscr();
push(1);
push(2);
push(3);
printf(" top of stack :%d\n",peek());
printf("Stack as linked list\n");
printStack(top);
printf("enter the element to search\n");
scanf("%d",&s);
search(s,top);
pop();
pop();
printf(" \ntop of stack :%d\n",peek());
printf("Stack as linked list\n");
printStack(top);
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F1 Help

S.C

```
clrscr();
push(1);
push(2);
push(3);
printf(" top of stack :%d\n",peek());
printf("Stack as linked list\n");
printStack(top);
printf("enter the element to search\n");
scanf("%d",&s);
search(s,top);
pop();
pop();
printf(" \ntop of stack :%d\n",peek());
printf("Stack as linked list\n");
printStack(top);
getch();
}
```

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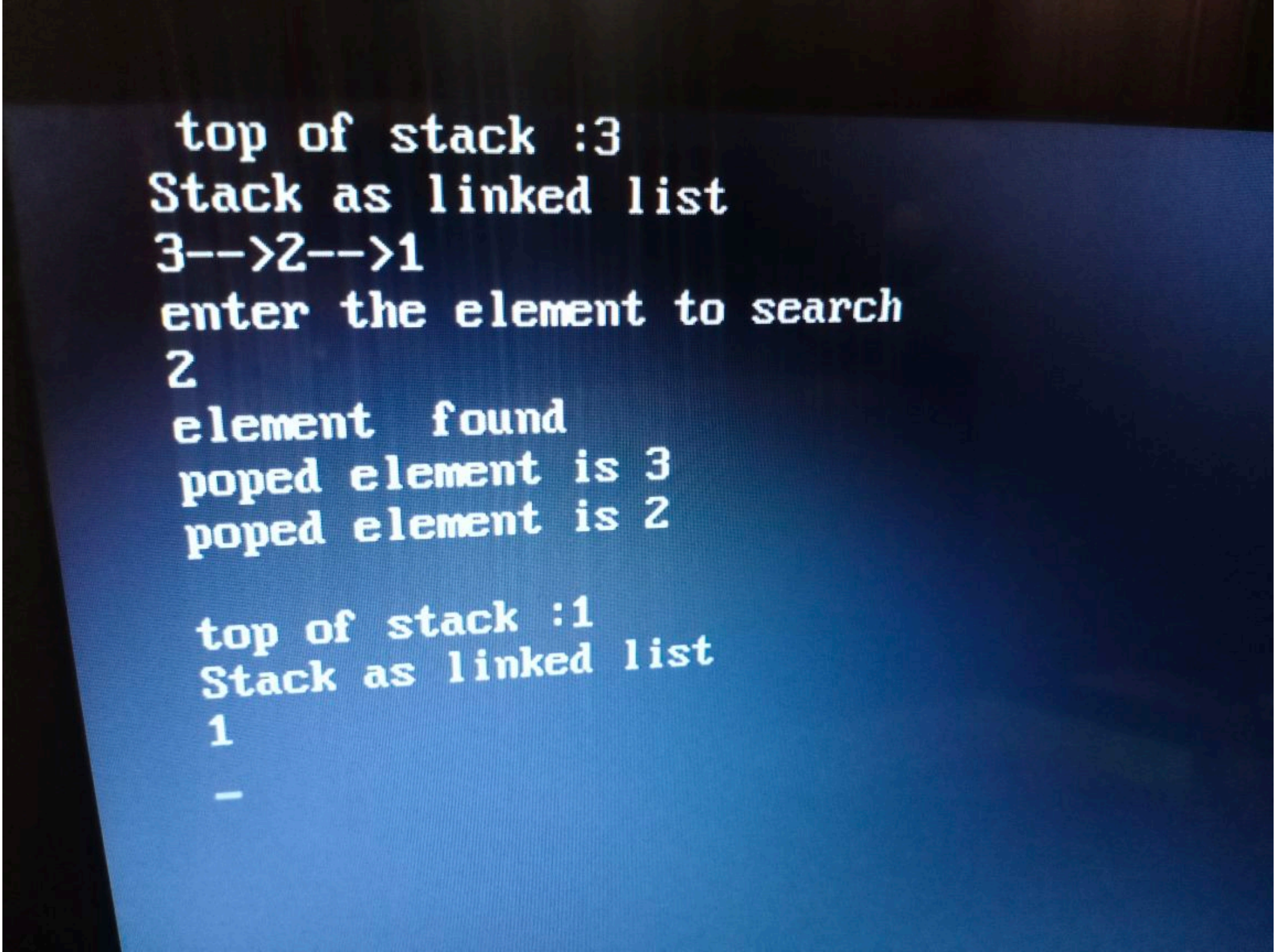
top of stack :3
Stack as linked list
3-->2-->1
enter the element to search
2
element found
poped element is 3
poped element is 2
top of stack :1
Stack as linked list
1