Aim:

Write a program to implement stack using **linked lists**.

```
Sample Input and Output:
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 1
    Enter element : 33
    Successfully pushed.
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 1
    Enter element : 22
    Successfully pushed.
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 1
    Enter element : 55
    Successfully pushed.
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 1
    Enter element : 66
    Successfully pushed.
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 3
    Elements of the stack are : 66 55 22 33
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 2
    Popped value = 66
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 2
    Popped value = 55
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 3
    Elements of the stack are : 22 33
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 5
    Peek value = 22
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 4
    Stack is not empty.
    1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
    Enter your option : 6
```

Source Code:

StackUsingLL.c

```c
#include <stdio.h>
#include <stdlib.h>
#include "StackOperationsLL.c"
```

```c
    while(1) {
        printf("1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit\n");
        printf("Enter your option : ");
        scanf("%d", &op);
        switch(op) {
            case 1:
                printf("Enter element : ");
                scanf("%d", &x);
                push(x);
                break;
            case 2:
                pop();
                break;
            case 3:
                display();
                break;
            case 4:
                isEmpty();
                break;
            case 5:
                peek();
                break;
            case 6:
                exit(0);
        }
    }
}
```

StackOperationsLL.c

```c
struct node
{
    int info;
    struct node *prev;
};
struct node *top=NULL;
void display();
void push(int x);
void pop();
void peek();
void push(int x)
{
    struct node *newnode;
    newnode=(struct node *)malloc(sizeof(struct node));
    newnode->info=x;
    newnode->prev=top;
    top=newnode;
    printf("Successfully pushed.\n");
}
void pop()
{
    struct node *temp;
    temp=top;
    if(top==NULL)
    {
```

```c
        printf("Stack is underflow.\n");
    }
    else
    {
        printf("Popped value = %d\n",top->info);
        top=top->prev;
        free(temp);
    }
}
void display()
{
    struct node *temp;
    temp=top;
    if(top==NULL)
    {
        printf("Stack is empty.\n");
    }
    else
    {
        printf("Elements of the stack are : ");
        while(temp!=NULL)
        {
            printf("%d ",temp->info);
            temp=temp->prev;
        }
        printf("\n");
    }
}
void peek()
{
    if(top==NULL)
    {
        printf("Stack is underflow.\n");
    }
    else
    {
        printf("Peek value = %d\n",top->info);
    }
}
void isEmpty()
{
    if(top==NULL)
    {
        printf("Stack is empty.\n");
    }
    else
    {
        printf("Stack is not empty.\n");
    }
}
```

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Test Case - 1
User Output
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 33
Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 22
Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 55
Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 66
Successfully pushed. 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Elements of the stack are : 66 55 22 33 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 66 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 55 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Elements of the stack are : 22 33 5
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Peek value = 22 4
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 4
Enter your option : 4
Stack is not empty. 6
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 6
Enter your option : 6

Test Case - 2
User Output
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Stack is underflow. 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Stack is empty. 5
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Stack is underflow. 4

1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 4
Enter your option : 4
Stack is empty. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 23
Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 24
Successfully pushed. 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Elements of the stack are : 24 23 5
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Peek value = 24 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 24 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 23 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Stack is underflow. 4
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 4
Enter your option : 4
Stack is empty. 6
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 6
Enter your option : 6