WEEK 2 LAB PROGRAM WITH OUTPUT.

```
#include<stdio.h>
#define size 10
void push();
void pop();
void isEmpty();
void isFull();
void display();
int stack[size],top=-1;
void main(){
       int value, choice;
        while(1){
          printf("enter your choice\n");
          printf("1.push \n 2.pop \n 3.Empty \n 4. Full\n 5.display \n");
          scanf("%d",&choice);
          switch (choice){
                     case 1:
                        printf("enter the value to push\n");
                        scanf("%d",&value);
                        push(value);
                        break;
                     case 2:
                        pop();
                        break;
                     case 3:
                        isEmpty();
                        break;
                     case 4:
                        isFull();
                        break;
                     case 5:
                        display();
                        break;
                     }
              }
       }
void push(int value){
             if(top==size-1){
               printf("stacloverflow! \n");
             else{
               top++;
               stack[top]=value;
void pop(){
  if(top==-1)
     printf("empty stack\n");
```

```
else{
  top--;
  }
}
void isEmpty(){
   if(top==-1){}
     printf("stack is empty!\ n");
   else{
     printf("stack full\n");
  }
}
void isFull(){
   if (top==size){
  printf("stack full!");
   else{
  printf("stackempty");
}
void display(){
   if(top==-1){
     printf("empty stack\n");
  else {
     int i;
      printf("the stack elements are\n");
     for(i=top;i>=0;i--){
    printf("%d \n",stack[i]);
}
```

OUTPUT BELOW

```
enter your choice
1.push
2.pop
3.Empty
4. Full
5.display
enter the value to push
enter your choice
1.push
2.pop
 3.Empty
4. Full
5.display
enter the value to push
enter your choice
1.push
2.pop
3.Empty
4. Full
5.display
the stack elements are
2
enter your choice
1.push
2.pop
3.Empty
4. Full
5.display
stack full
```