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**COURSE NAME: DATA STRUCTURES FOR MODERN COMPUTING SYSTEMS** 

**COURSE CODE: CSA0302** 

```
Experiment 13: Stack using Linked List
CODE:
#include <stdio.h>
#include <stdlib.h>
struct Node {
  int data;
  struct Node* next;
};
struct Node* top = NULL;
void push() {
  int value;
  struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));
  if(!newNode) {
    printf("Stack Overflow\n");
    return;
  }
  printf("Enter value to push: ");
  scanf("%d", &value);
  newNode->data = value;
  newNode->next = top;
  top = newNode;
  printf("Value pushed successfully\n");
}
```

```
void pop() {
  if(top == NULL) {
    printf("Stack Underflow\n");
    return;
  }
  struct Node* temp = top;
  printf("Popped element: %d\n", top->data);
  top = top->next;
  free(temp);
}
void display() {
  struct Node* temp = top;
  if(temp == NULL) {
    printf("Stack is empty\n");
    return;
  }
  printf("Stack elements:\n");
  while(temp != NULL) {
    printf("%d\n", temp->data);
    temp = temp->next;
  }
}
int main() {
  int choice;
  while(1) {
    printf("\n--- Stack Menu ---\n");
    printf("1. Push\n2. Pop\n3. Display\n4. Exit\n");
    printf("Enter your choice: ");
```

```
scanf("%d", &choice);
switch(choice) {
    case 1: push(); break;
    case 2: pop(); break;
    case 3: display(); break;
    case 4: exit(0);
    default: printf("Invalid choice\n");
}
```

## **OUTPUT:**

```
--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter value to push: 50
Value pushed successfully
--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 3
Stack elements:
50
--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 2
Popped element: 50
--- Stack Menu ---
1. Push
2. Pop
3. Display
4. Exit
Fnter vour choice: 4
```