

```
include<stdio.h>
include<stdlib.h>
define stacksize 3
t top=-1;
t s[10];
t item;
id push()

f(top==stacksize-1)

printf("stack overflow \n");
return ;

op=top+1;
[top]=item;

t pop()

if(top== -1) return -1;
return s[top--];

id display()

int i;
if(top== -1)
{
printf("stack is empty \n");
return ;
}
printf("contents of the stack \n");
for(i=0;i<=top;i++)
```

input

Run

Debug

Stop

Share

Save

{ } Beautify

Download

Language C

```
return ;
}
printf("contents of the stack \n");
for(i=0;i<=top;i++)
{
    printf("%d\n",s[i]);
}

id main()

int item_delete;
int choice;
while(1)
{
    printf("\n 1.push \n 2.pop \n 3.display \n 4.exit\n" );
    printf("enter the choice \n ");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1: printf("enter item to be inserted \n");
                scanf("%d",&item);
                push(item);
                break;
        case 2: item_delete=pop();
                if(item_delete==-1)
                    printf("stack is empty \n");
                else
                    printf("item deleted is %d \n",item_delete);
                break;
        case 3: display();
                break;
```

input



Run

Debug

Stop

Share

Save

{ } Beautify

Download

Language C

```
int item_delete;
int choice;
while(1)
{
    printf("\n 1.push \n 2.pop \n 3.display \n 4.exit\n" );
    printf("enter the choice \n ");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1: printf("enter item to be inserted \n");
                scanf("%d",&item);
                push(item);
                break;
        case 2: item_delete=pop();
                if(item_delete==-1)
                    printf("stack is empty \n");
                else
                    printf("item deleted is %d \n",item_delete);
                break;
        case 3: display();
                break;
        case 4: exit(0);
        default: printf("invaild \n");
                break;
    }
}
```

input



input

```
ay
e choice
em to be inserted

ay
e choice
em to be inserted

ay
e choice
of the stack
```

input

```
ay
e choice
em to be inserted

ay
e choice

of the stack

ay
e choice
```