```
#include<iostream>
using namespace std;
class stack{
public:
   int data;
   stack* prev;
};
class stacks{
   stack *top;
public:
   stacks(){
      top=NULL;
   }
   void push(int n){
      stack *temp;
      temp=new stack();
      temp->data=n;
      temp->prev=top;
```

```
    top=temp;
}
int pop(){
    int a;
    if(top==NULL){
        cout<<"UNDERFLOW\n";
    }
    else{
        a=top->data;
        top=top->prev;
        return a;
    }
}
int empty(){
    if(top!=NULL)
        return 0;
    else
            return -1;
```

```
    }
    void   display(){
        stack* stack1=top;
        while(stack1!=NULL){
            cout<<stack1->data<<" ";
            stack1=stack1->prev;
        }
    }
};
int main()
{
    stacks s1,s2,s3;
    int temp;
    int sum,n;
    char ch;
    do{
        sum=0;
        temp=0;
```

```
        cout<<"Enter the two large numbers
to be added one by one:\n";
        cout<<"\nEnter the first number
digit by digit (-1 to terminate):\n";
        for(int i=0;n!=-1;i++){
            cin>>n;
            if(n!=-1)
                s1.push(n);
        }
        n=0;
        s1.display();
        cout<<"\nEnter the second number
digit by digit (-1 to terminate):\n";
        for(int i=0;n!=-1;i++){
            cin>>n;
            if(n!=-1)
                s2.push(n);
        }
```

```
        temp=0;
        s2.display();

while((s1.empty()!=-1)&&(s2.empty()!=-1))
        {
            temp=temp+s1.pop()+s2.pop();
            s3.push(temp%10);
            temp/=10;
        }     if(s1.empty()!=-1)
        {
            while(s1.empty()!=-1)
            {
                s3.push(temp+s1.pop());
                temp=0;
            }
        }
        if(s2.empty()!=-1)
            while(s2.empty()!=-1)
```

```
            {
                s3.push(temp+s2.pop());
                temp=0;
            }
        if(temp!=0)
            s3.push(temp);      cout<<"The
resulting number is:\n";

        s3.display();
        cout<<"\n\n\nWant to enter
more:\n";
        cin>>ch;
    }while(ch=='y');
}
```