

**Aim:**

Write a program to implement **stack** using **arrays**.

Sample Input and Output:

```
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 4
Stack is empty.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 2
Stack is underflow.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 3
Stack is empty.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 5
Stack is underflow.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 1
Enter element : 25
Successfully pushed.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 1
Enter element : 26
Successfully pushed.
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 3
Elements of the stack are : 26 25
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 2
Popped value = 26
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 : 5
Peek value = 25
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit
Enter your option : 6
```

**Source Code:**

StackUsingArray.c

```
#include <stdio.h>
#include <stdlib.h>
#define STACK_MAX_SIZE 10
int arr[STACK_MAX_SIZE];
int top = -1;
void push(int element)
{
```

```
if(top == STACK_MAX_SIZE - 1)
{
    printf("Stack is overflow.\n");
}
else
{
    top = top + 1;
    arr[top] = element;
    printf("Successfully pushed.\n");
}
}
void display()
{
    if (top < 0)
    {
        printf("Stack is empty.\n");
    }
    else
    {
        printf("Elements of the stack are : " );
        for(int i = top; i >= 0; i--)
        {
            printf("%d ", arr[i]);
        }
        printf("\n");
    }
}
void pop()
{
    int x;
    if(top < 0)
    {
        printf("Stack is underflow.\n");
    }
    else
    {
        x = arr[top];
        top = top - 1;
        printf("Popped value = %d\n",x);
    }
}
void peek()
{
    int x;
    if(top < 0)
    {
        printf("Stack is underflow.\n");
    }
    else
    {
        x = arr[top];
        printf("Peek value = %d\n",x);
    }
}
void isEmpty()
{

```

```

    if (top < 0)
    {
        printf("Stack is empty.\n");
    }
    else
    {
        printf("Stack is not empty.\n");
    }
}
int main()
{
    int op, x;
    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);
        }
    }
}

```

### Execution Results - All test cases have succeeded!

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 : 10
Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 20
Successfully pushed. 1

```

1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 30
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 : 30 20 10 5
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Peek value = 30 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 30 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 20 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Elements of the stack are : 10 5
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Peek value = 10 4
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 4
Enter your option : 4
Stack is not empty. 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 10 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Stack is empty. 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

```