#include <iostream>

#include <conio.h>

using namespace std;

struct Node

{

int data;

Node \*next;

};

struct Node \*head,\*tail;

void Push(int value) // insert node at the first

{

Node \*temp = new Node;

temp->data = value;

temp->next = head;

head = temp;

}

void Pop() // delete at the end function

{

Node \*current = head;

Node \*previous = head;

while(current->next != NULL)

{

previous = current;

current = current->next;

}

tail = previous;

previous->next = NULL;

delete(current);

}

void PrintNode() // print the node

{

Node \*temp = head;

cout << "Data of Stack : ";

while(temp != NULL)

{

cout << " " << temp->data;

temp = temp->next;

}

cout << endl;

}

void main()

{

head = NULL;

tail = NULL;

int n,value,pop;

cout << "how many node you want to create ";

cin >> n;

for (int a = 0; a < n; a++)

{

cout << "\nEnter node data part ";

cin >> value;

Push(value);

PrintNode();

}

cout << "Enter 1 for Pop ";

cin >> pop;

if(pop == 1)

{

Pop();

PrintNode();

}

getch();

}