\*STACK DATA STURTURE\*

**1] push()**

#include<stdio.h>

#define MAX 4

int stack\_arr[MAX];

int top = -1;

int main()

{

push(1);

push(2);

push(3);

push(4);

push(5);

}

void push(int data)

{

if(top==MAX-1)

{

printf("overfllow");

return;

}

else

{

printf("%d ",data);

}

top=top+1;

stack\_arr[top]=data;

}

***Output:-***

1 2 3 4 overfllow

**2]pop()**

#include<stdio.h>

#define MAX 4

int stack\_arr[MAX];

int top=-1;

int main()

{

pop();

}

void pop(int data)

{

if (top == -1)

{

printf("\nUnderflow!!");

return;

}

else

{

printf("\nPopped element: %d",top);

}

top = top - 1;

stack\_arr[top]=data;

}

***Output:-***

Underflow!!

**3]Push in pop element?**

#include<stdio.h>

#define A 4

int top= -1;

int arr[A];

int main()

{

push(10);

push(23);

push(45);

push(65);

pop();

}

void push(int data)

{

if(top==A)

{

printf("Overflow");

}

else

{

top=top+1;

arr[top]=data;

printf("push element : %d\n ",data);

}

}

void pop()

{

if(top==-1)

{

printf("Underflow");

}

else

{

printf(" remove in element : %d",arr[top]);

top--;

}

}

***Output:-***

push element : 10

push element : 23

push element : 45

push element : 65

remove in element : 65