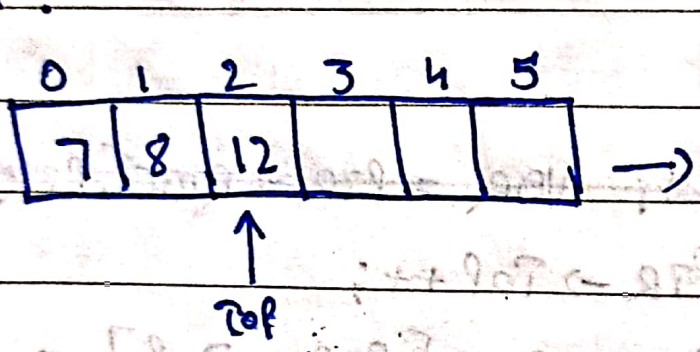
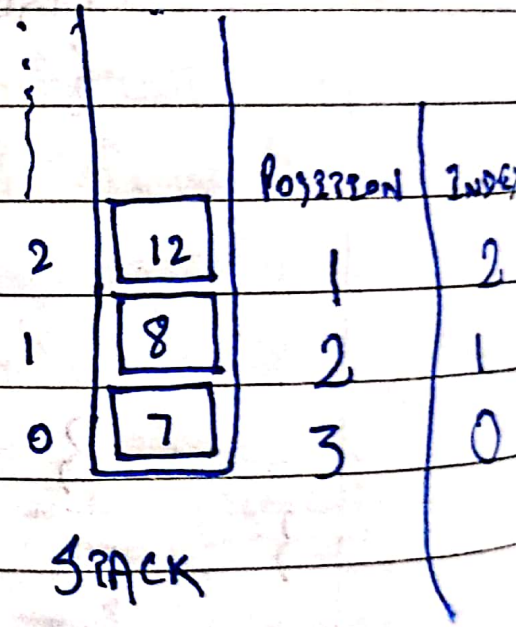
PEEK OPERATION:

→ Peek operation requires the user to give a position to peek at as well. Here, position refers to the distance of the current index from the top element +1.





→ The index, mathematically, is (Top - POSITION + 1).

So, before we return the element at the asked position, we'll check if the

position asked is valid for the current ~~task~~ stack. Index 0, 1 & 2 are valid for the stack illustrated above, but index 4 or 5 or any other negative index is invalid.

NOTE: PEEK(1) returns 12 here.

CODE:

```
INT PEEK(STRUCT STACK *PTR, INT I)
{
    INT ARRAYIND = PTR->TOP - I + 1;
    IF (ARRAYIND < 0)
    {
        PRINTF("NOT A VALID POSITION");
        RETURN -1;
    }
    ELSE
    {
        RETURN PTR->ARR[ARRAYIND];
    }
}
```