Lab Assignment-3

Q1. Insert element in stack and display.

/\* Name:Mohil Dobariya

class:B

Roll no:32

\*/

#include<stdio.h>

#include<conio.h>

#define SIZE 4

int inp\_array[SIZE],top = -1;

void push(){

int x;

if(top == SIZE - 1){

printf("\n overflow");

}

else{

printf("\nEnter the element to be added onto the stack:");

scanf("%d",&x);

top = top + 1;

inp\_array[top] = x;

}

}

void show(){

int i;

if (top == -1)

{

printf("\nUnderflow");

}

else{

printf("\nElements present in the stack:\n");

for(i = 0; i<top+1; i++){

printf("%d\n",inp\_array[i]);

}

}

}

void main(){

int i,op;

clrscr();

printf("Name:Mohil Dobariya\n class:B\n Roll no:32\n");

for(i=0;i<SIZE;i++){

printf("\nEnter the all elements[%d]:",i);

scanf("%d",&inp\_array[i]);

top = top + 1;

}

while(1){

printf("\n Select the operation to be performed:");

printf("\nFor popping Elemnt enter 1");

printf("\nFor Push enter 2");

printf("\nFor Showing stack elemnts enter 3");

printf("\nFor Exit enter 4\n");

scanf("%d",&op);

switch(op){

/\* case 1:

pop();

break; \*/

case 2:

push();

break;

case 3:

show();

break;

case 4:

exit();

break;

default:

printf("Enter Valid value");

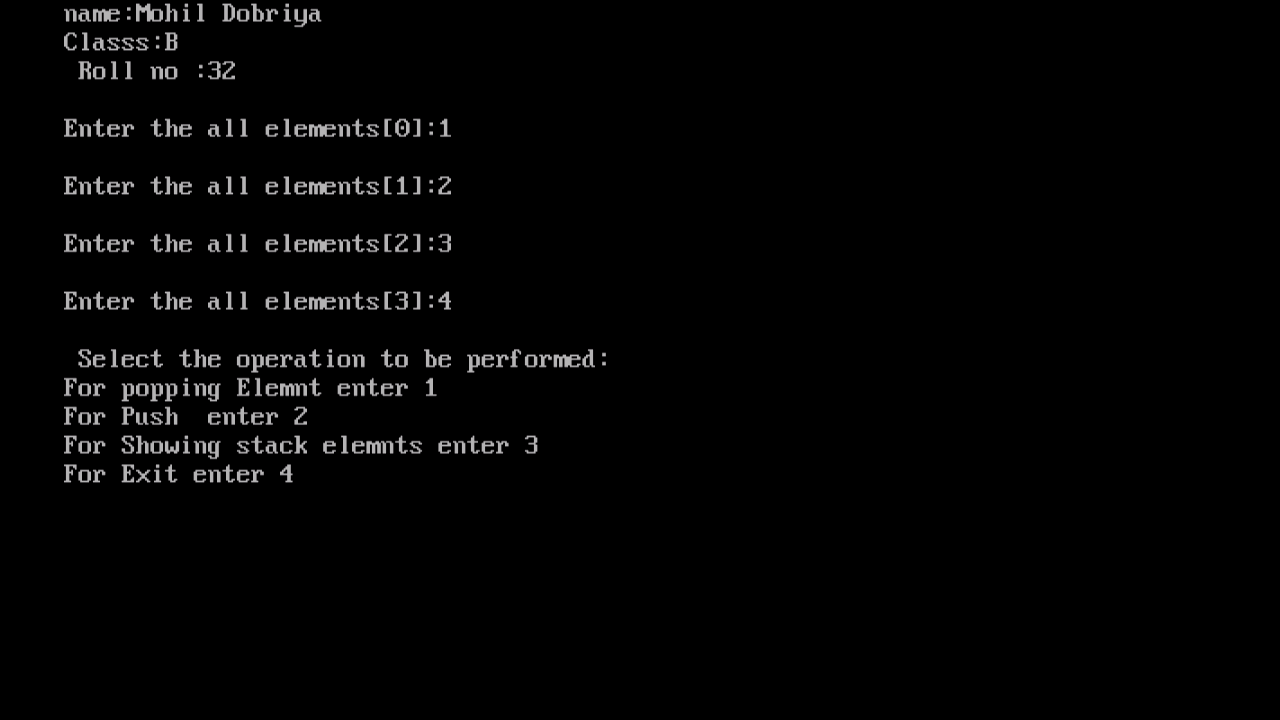
}

}

getch();

}

* **Output**

****