```
/*stack using linked list */
#include <stdio.h>
#include <conio.h>
#include <malloc.h>
#include <stdlib.h>

struct stack
{
        int item;
        struct stack *next;
};
struct stack *top

struct stack *st=NULL;

        void  push(int);
        void print(void);
        int pop(void);

void main(void)

{       int opt,ch,y;
        clrscr();

        do
        {
        clrscr();
        printf("\n1. Push\n");
        printf("\n2. Pop\n");
        printf("\n3. Print\n");
        printf("\n4. Exit\n");
        printf("\n\n\t Enter your Choice\n");
        scanf("%d",&opt);

switch(opt)
{
        case 1:
                printf("\nEnter item to Push\n");
                scanf("%d", &y);
                push(y);
                break;

        case 2:
                y=pop();
                printf("Pushed item is : %d" ,y);
                break;
         case 3:

                printf("\nThe Given List is\n");
                print();
}
        printf("\n Continue 1/0");
        scanf("%d",&ch);
}while(ch==1);
}

void print(void)
{    struct stack *t;
        t=st;
        while(st!=NULL)
                {
                printf("%d   ," ,st->item);
                st=st->next;
                }
                st=t;
}

void  push(int x)
{
        struct stack *r;
        r=(struct stack*)malloc(sizeof(struct stack));
        r->item=x;
        r->next=st;
        st=r;
        top=st;
        return;
  }
```

```
int pop(void)
{
struct stack *r;
int x;
r=st;
if(top==NULL)
        {
        printf("Empty Stack");
        exit(0);
        }
else
        {
        r=st->next;
        x=st->item;
        free(st);
        st=r;
        top=st;
        }
        return x;
}
```