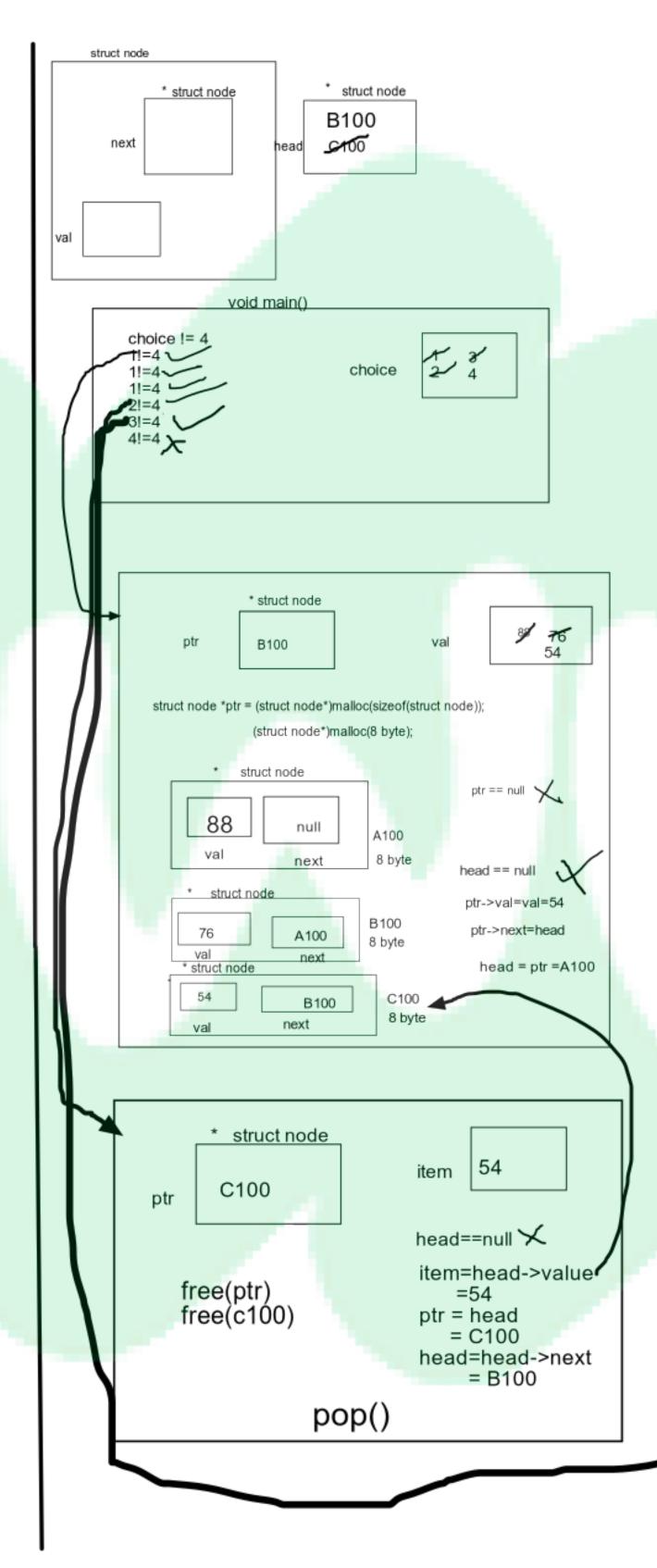
```
#include <stdio.h>
#include <stdlib.h>
void push();
void pop();
void display();
struct node
int val;
struct node *next;
struct node *head;
void main ()
    int choice=0;
    printf("\n********Stack operations using linked list******\n");
    while(choice != 4)
      printf("\n\nChose one from the below options...\n");
printf("\n1.Push\n2.Pop\n3.Show\n4.Exit");
printf("\n Enter your choice \n");
scanf("%d",&choice);
       switch(choice)
          case 1:
            push();
break;
          case 2:
             pop();
break;
          case 3:
             display();
             break;
          case 4:
             printf("Exiting....");
             break;
          default:
              printf("Please Enter valid choice ");
void push ()
    struct node *ptr = (struct node*)malloc(sizeof(struct node));
       printf("not able to push the element");
      printf("Enter the value");
scanf("%d",&val);
if(head==NULL)
         ptr->val = val;
ptr -> next = NULL;
          head=ptr;
         ptr->val = val;
ptr->next = head;
          head=ptr;
      printf("Item pushed");
yoid pop()
   int item;
struct node *ptr;
if (head == NULL)
       printf("Underflow");
       item = head->val;
      ptr = head;
head = head->next;
      free(ptr);
printf("Item popped");
 void display()
    int i;
struct node *ptr;
    ptr=head;
    if(ptr == NULL)
       printf("Stack is empty\n");
      printf("Printing Stack elements \n");
while(ptr!=NULL)
         printf("%d\n",ptr->val);
ptr = ptr->next;
```



output

