Implement Stack: -=> A Stack can be implemented by means of Array, Structure, Pointer and linked list. Stack can either be a fixed size one or it may sense of dynamic resizing Program to find onax and minimum in an implement stack? # include (Stdio.h) struct my Stack. Stack < int > 5: int min Ele; void get Min() if (s. empty ())
count << "Stack is empty \n"; else count ("Min clement in

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<< min Ele << "\n"
void peck ()
   if (s. empty ())
     count ( "Stack is empty":
   int t = S. +000;
           Top most element is: ";
  Void pop (
     if (s. empty())
      count << "Stack is empty n"
     return;
    int t = S. top ();
     s. pop ()
     if (t (min ele)
      count ( min ele ( " n"
      min éle = 2 * minele - t
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count << t << "\n";
void push (int x)
   it (s. empty ())
     min Ele = x;
     Sipush (n);
Count << No. inserted: "<< x<<
      refurn!
  if (x< minele)
     s. push (2* x - min ele);
min Ele = x;
  else
      e
S. push (n);
cout (<"No. inserted:" <<x<<
"\n;
```

Prog. for Maximum. # include (Stalio.h) using name space std; Struct Mystack & Stack (int > S; int max File. int max ble; void get Max () if (s. empty ())
count < "Stack is empty (n); else count (("Max. Element in Stack is: << max Ele << "In"; void peck () if (s. curpty ()) of count ('Stack is empty refurn; count << "top most element is:";

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void pop()
        if (s. empty ()) of
count (<"stack is empty \n";
             refurn;
  count << "Top Most element remove;",
int t = 5. top ();
  if (t> Man ele) of
count << max ele << "In";
max ele: 2 * max ele -t;
       count << t << "In";
     max ele = x
    So push ();
count (("No. inserted: "<(x <<"\n";
if (x> max ele
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S. push (2# x - max Ele); else S. push (4); count << "No inexted: "<< x << "In"