

Aim:

Write a C program to implement stack operations using **arrays**.

Source Code:**StackUsingArray.c**

```
#include <stdio.h>
#include <stdlib.h>
#define STACK_MAX_SIZE 10
#include "StackOperations.c"

int main() {
    int op, x;
    while(1) {
        printf("1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit\n");
        printf("Enter your option : ");
        scanf("%d", &op);
        switch(op) {
            case 1:
                printf("Enter element : ");
                scanf("%d", &x);
                push(x);
                break;
            case 2:
                pop();
                break;
            case 3:
                display();
                break;
            case 4:
                isEmpty();
                break;
            case 5:
                peek();
                break;
            case 6:
                exit(0);
        }
    }
}
```

StackOperations.c

```
int stack[STACK_MAX_SIZE],top=-1;
void push(int x)
{
    if(top==STACK_MAX_SIZE-1){
        printf("Stack is overflow.\n");
    } else
```

```

    {
        top++;
        stack[top]=x;
        printf("Successfully pushed.\n");
    }
}
void pop(){
    if(top==--1){
        printf("Stack is underflow.\n");
    } else{
        printf("Popped value = %d\n",stack[top]);
        top--;
    }
}
void peek(){
    if(top==--1){
        printf("Stack is underflow.\n");
    } else{
        printf("Peek value = %d\n",stack[top]);
    }
}
void display(){
    if(top==--1)
    {
        printf("Stack is empty.\n");
    } else
    {
        printf("Elements of the stack are : ");
        for(int i=top;i>=0;i--){
            printf("%d ",stack[i]);
        }
        printf("\n");
    }
}
void isEmpty(){
    if(top==--1)
    {
        printf("Stack is empty.\n");
    } else{
        printf("Stack is not empty.\n");
    }
}
}

```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 10
Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 20

Successfully pushed. 1
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 1
Enter your option : 1
Enter element : 30
Successfully pushed. 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Elements of the stack are : 30 20 10 5
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Peek value = 30 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 30 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 20 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Elements of the stack are : 10 5
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 5
Enter your option : 5
Peek value = 10 4
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 4
Enter your option : 4
Stack is not empty. 2
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 2
Enter your option : 2
Popped value = 10 3
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 3
Enter your option : 3
Stack is empty. 4
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 4
Enter your option : 4
Stack is empty. 6
1.Push 2.Pop 3.Display 4.Is Empty 5.Peek 6.Exit 6
Enter your option : 6