#include<stdio.h>

#include<stdlib.h>

struct node

{

int data;

struct node \*next;

};

struct node \*head = NULL;

void push(int val)

{

struct node \*newNode = malloc(sizeof(struct node));

newNode->data = val;

newNode->next = head;

head = newNode;

}

void pop()

{

struct node \*temp;

if(head == NULL)

printf("Stack is Empty\n");

else

{

printf("Poped element = %d\n", head->data);

temp = head;

head = head->next;

free(temp);

}

}

void printList()

{

struct node \*temp = head;

while(temp != NULL)

{

printf("%d->", temp->data);

temp = temp->next;

}

printf("NULL\n");

}

int data,ch;

int main()

{

printf("\nSelect operation 1.Push 2.Pop\n");

scanf("%d",&ch);

switch(ch){

case 1: printf("\nEnter data to push on top of top:");

scanf("%d",&data);

push(data);

printf("\nLinked List\n");

printList();

break;

case 2: pop();

printf("\nAfter the pop, the new linked list\n");

printList();

break;

default:printf("\nInvalid operation");

}

return 0;

}