

Bing

Sure! Here is the updated program with `struct node *top = NULL;` inside the main function:

```
#include <stdio.h>
#include <stdlib.h>

struct node {
    int data;
    struct node *next;
};

int pop(struct node **top) {
    if (*top == NULL) {
        printf("Stack is empty\n");
        return -1;
    }
    struct node *temp = *top;
    int data = temp->data;
    *top = (*top)->next;
    free(temp);
    return data;
}

void push(struct node **top, int data) {
    struct node *newNode = (struct node*) malloc(sizeof(struct node));
    newNode->data = data;
    newNode->next = *top;
    *top = newNode;
}

int main() {
    struct node *top = NULL;

    push(&top, 1);
    push(&top, 2);
    push(&top, 3);
    printf("Popped element: %d\n", pop(&top));
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    printf("Popped element: %d\n", pop(&top));
    return 0;
}
```

I hope this helps!