**Linked List Implementation Of Stack**

#include<stdio.h>

#include<conio.h>

#include<stdlib.h>

struct node {

int data;

struct node \*next; }\*top=NULL,\*temp;

void push(int data){

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

temp->data=data;

temp->next=top;

top=temp; }

void pop() {

temp=top;

if(top!=NULL) {

printf("The popped element is %d",top->data);

top=top->next;

free(temp); }

else {

printf("\nStack Underflow"); } }

void display() {

temp=top;

if(temp==NULL) {

printf("\nStack is empty\n"); }

while(temp!=NULL) {

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

temp=temp->next; } }

void main() {

int choice,data;

clrscr();

printf("\*\*\*\*Linked List Implementation of Stack\*\*\*\*");

do

{

printf("\n1.Push 2.Pop 3.Display 4.Exit");

printf("\nEnter your choice:");

scanf("%d",&choice);

switch(choice)

{

case 1:

printf("Enter a new element:");

scanf("%d",&data);

push(data);

break;

case 2:

pop();

break;

case 3:

display();

break;

case 4:

exit(0);

}

}while(choice<5);

getch();

}