Assignment - 05

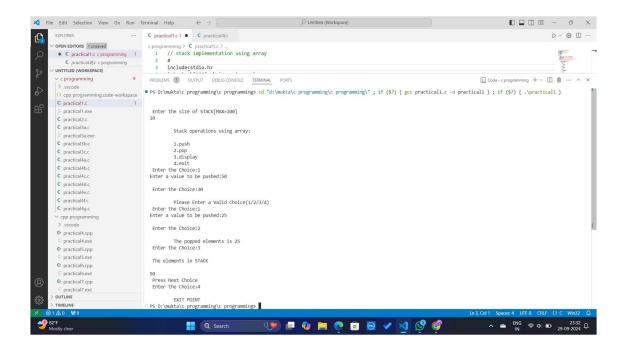
Q. Implement a Stack and perform the stack operations: Push, Pop and Print using Menu Driver Program such as 1.Push, 2.Pop and 3. Print and 4. Exit using array .

```
Program:
// stack implementation using array
#
include<stdio.h>
int stack[100],choice,n,top,x,i;
void push();
void pop();
void display();
int main()
{
  top=-1;
  printf("\n Enter the size of STACK[MAX=100]");
  scanf ("%d",&n);
  printf("\n\t Stack operations using array:");
  printf("\n\t");
  printf("\n\t 1.push\n\t 2.pop\n\t 3.display\n\t 4.exit");
  do
    printf("\n Enter the Choice:");
    scanf("%d",&choice);
    switch(choice)
    {
      case 1:
      {
         push();
         break;
      }
```

```
case 2:
      {
        pop();
        break;
      case 3:
      {
        display();
        break;
      case 4:
      {
        printf("\n\t EXIT POINT ");
        break;
      default:
      {
        printf ("\n\t Please Enter a Valid Choice(1/2/3/4)");
      }
    }
  }
  while(choice!=4);
  return 0;
}
void push()
  if(top>=n-1)
  {
    printf("\n\tSTACK is over flow");
```

```
}
  else
  {
    printf("Enter a value to be pushed:");
    scanf("%d",&x);
    top++;
    stack[top]=x;
  }
}
void pop()
{
  if(top<=-1)
  {
    printf("\n\t Stack is under flow");
  }
  else
  {
    printf("\n\t The popped elements is %d",stack[top]);
    top--;
  }
}
void display()
{
  if(top>=0)
  {
    printf("\n The elements in STACK \n");
    for(i=top; i>=0; i--)
      printf("\n%d",stack[i]);
    printf("\n Press Next Choice");
  }
  else
```

```
{
    printf("\n The STACK is empty");
}
OUTPUT:
```



Q. Implement stack using linked list.

```
Program:
```

```
//stack implementation using linked list
#include <stdio.h>
#include <stdlib.h>
void push();
void pop();
void display();
struct node
{
int val;
struct node *next;
```

```
};
struct node *head;
void main ()
{
  int choice=0;
  printf("\nStack operations using linked list\n");
  while(choice != 4)
  {
    printf("\n\nChose one from the below options...\n");
    printf("\n1.Push\n2.Pop\n3.Show\n4.Exit");
    printf("\n Enter your choice \n");
    scanf("%d",&choice);
    switch(choice)
      case 1:
      {
         push();
         break;
      }
      case 2:
      {
         pop();
         break;
      }
      case 3:
      {
         display();
         break;
      }
```

```
case 4:
      {
         printf("Exit code");
         break;
       }
       default:
       {
         printf("Please Enter valid choice ");
      }
  };
}
}
void push ()
{
  int val;
  struct node *ptr = (struct node*)malloc(sizeof(struct node));
  if(ptr == NULL)
  {
    printf("not able to push the element");
  }
  else
  {
    printf("Enter the value");
    scanf("%d",&val);
    if(head==NULL)
       ptr->val = val;
       ptr -> next = NULL;
       head=ptr;
    }
    else
```

```
{
      ptr->val = val;
      ptr->next = head;
      head=ptr;
    }
    printf("Item pushed");
  }
}
void pop()
{
  int item;
  struct node *ptr;
  if (head == NULL)
  {
    printf("Underflow");
  }
  else
  {
    item = head->val;
    ptr = head;
    head = head->next;
    free(ptr);
    printf("Item popped");
  }
}
void display()
{
```

```
int i;
  struct node *ptr;
  ptr=head;
  if(ptr == NULL)
  {
    printf("Stack is empty\n");
  }
  else
  {
    printf("Printing Stack elements \n");
    while(ptr!=NULL)
      printf("%d\n",ptr->val);
      ptr = ptr->next;
    }
  }
}
```

OUTPUT:

