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main.c

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

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

struct Node* top = NULL;

void linkedListTraversal(struct Node *ptr)
{
    while (ptr != NULL)
    {
        printf("%d\t", ptr->data);
        ptr = ptr->next;
    }
}

int isEmpty(struct Node* top){
    if (top==NULL){
        return 1;
    }
    else{
        return 0;
    }
}

int isFull(struct Node* top){
    struct Node* p = (struct Node*)malloc(sizeof(struct Node));
    if(p==NULL){
        return 1;
    }
    else{
        return 0;
    }
}
struct Node* push(struct Node* top, int x){
    if(isFull(top)){
        printf("Stack Overflow\n");
    }
    else{
        struct Node* n = (struct Node*) malloc(sizeof(struct Node));
        n->data = x;
        n->next = top;
        top = n;
        return top;
    }
```

main.c

```
47          return top;
48      }
49  }
50
51  int pop(struct Node* tp){
52      if(isEmpty(tp)){
53          printf("Stack Underflow\n");
54      }
55      else{
56          struct Node* n = tp;
57          top = (tp)->next;
58          int x = n->data;
59          free(n);
60          return x;
61      }
62  }
63  void main()
64  {
65
66      top = push(top, 78);
67      top = push(top, 7);
68      top = push(top, 8);
69
70      int element = pop(top);
71      printf("Popped element is %d\n", element);
72      linkedListTraversal(top);
73  }
74
```

input

```
Popped element is 8
7       78

...Program finished with exit code 0
Press ENTER to exit console.
```