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Subject: Data structures and Algorithms.

Practical: 2 IMPLEMENTATION OF STACK ADT USING CLASS

## CODE:

```
#include<iostream>
using namespace std;
class stack
private:
int top;
int *ptr;
int C;
public:
void createstack(int i)
{
ptr=(int*)malloc(i*sizeof(int));
top=-1;
C=i;
}
int isempty()
{ if(top==-1)
  return 1;
}
else
```

```
return 0;
int isfull()
{
  if(top==C-1)
  return 1;
   else
  return 0;
}
void push(int i)
{
   if(isfull())
  cout<<"Stack overflow";</pre>
  else
  top++;
 ptr[top]=i;
 int pop()
{
   if(isempty())
   {
  cout<<"Stack underflow";</pre>
return 0;
}
  else
  { top--;
  return ptr[top+1];
  }
```

```
}
 void print()
    for(int i=0;i<=top;i++)</pre>
  cout<<ptr[i]<<endl;</pre>
 }
};
int main()
{
stack s;
bool flag=true;
cout<<"Press 1 to create an stack "<<endl ;</pre>
cout<<"Press 2 to push element in stack "<<endl;</pre>
cout<<"Press 3 to pop element in tha array "<<endl;</pre>
cout<<"Press 4 to check that stack is full "<<endl;
cout<<"Press 5 check that stack is Empty"<<endl;</pre>
cout<<"Press 6 to print all element in tha stack "<<endl;</pre>
// cout<<"Press 7 to insert element in tha array "<<endl;
// cout<<" press 8 to show all elements of that arraty"<<endl;</pre>
// cout<<" press 9 to sort"<<endl;</pre>
// cout<<" press 10 to sort"<<endl;
while(flag)
 {
```

```
cout<<"Enter choice"<<endl ;</pre>
int choice;
cin>>choice;
switch(choice)
{ case 1:
 { int Ca;
  cout<<" Enter capacity of that stack "<<endl;</pre>
cin>>Ca;
  s.createstack(Ca);
  cout<<"We Succesfully created an stack"<<endl;</pre>
 }
break;
case 2:
{ int N,INDEX;
cout<<" Enter element that has to be push ";
int i;
 cin>>i;
s.push(i);
}
break;
case 3:
{cout<<"Poped Element is:"<<s.pop()<<endl;
}
break;
case 4:
```

```
{ int i=s.isfull();
if(i==1)
cout<<"Stack is Full";</pre>
else
cout<<" no space";</pre>
}
break;
case 5:
{int i=s.isempty();
if(i==1)
cout<<"Stack is Empty";</pre>
else
cout<<"space available ";</pre>
}
break;
case 6:
{ s.print();
}
break;
case 7:
{flag=false;
}
break;
default :
{
  cout<<" Enter valid choice";</pre>
}
```

```
}
```

## **Output:**

