

Linked - Stack

struct stack

```
{  
    int data;  
    struct stack * next;  
};
```

struct stack * top = NULL;

void push()

struct stack * ptr;

ptr = (struct stack *) malloc (size of (struct stack));

ptr → data = val; // val is from user

ptr → next = NULL;

if (top == NULL)

```
{  
    top = ptr;
```

```
}  
else
```

```
{  
    ptr → next = top;  
    top = ptr;
```

```
}
```

```
}
```