```
1.main.c
#include <stdio.h>
#include <stdlib.h>
#include "header.h"
int main(){
  int number;
  printf("Enter the Decimal Number: ");
  scanf("%d", &number);
  decimalToBinary(number);
  return 0;
}
2.header.h
typedef struct{
  int top;
  int arr[100];
}Stack;
void init(Stack *s);
int isFull(Stack *s);
int isEmpty(Stack *s);
void push(Stack *s, int x);
int pop(Stack *s);
void decimalToBinary(int number);
```

```
3.logic.c
#include <stdio.h>
#include <stdlib.h>
#include "header.h"
void init(Stack *s){
  s -> top = -1;
  return;
}
int isFull(Stack *s){
  return s -> top == 99;
}
int isEmpty(Stack *s){
  return s -> top == -1;
}
void push(Stack *s, int x){
  if(!isFull(s)){
    s -> top++;
    s \rightarrow arr[s \rightarrow top] = x;
  }else{
    printf("Stack is full\n");
  }
}
int pop(Stack *s){
  if(!isEmpty(s)){
     return s -> arr[s -> top--];
  }else{
    printf("Stack is empty\n");
    return -1;
  }
}
```

```
void decimalToBinary(int number){
   Stack binary;
   init(&binary);

while(number > 0){
   push(&binary, number % 2);
   number /= 2;
   }

printf("Binary Number is: ");

while(!isEmpty(&binary)){
   printf("%d", pop(&binary));
   }

printf("\n");
}
```

Output:

```
tanis@Tanishq MINGW64 /d/COEP/DSA/Serious/Assignment3/decimalToBinary

$ gcc -Wall main.c logic.c

tanis@Tanishq MINGW64 /d/COEP/DSA/Serious/Assignment3/decimalToBinary

$ ./a
Enter the Decimal Number: 14
Binary Number is: 1110

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$ ./a
Enter the Decimal Number: 64
Binary Number is: 10000000

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$ ./a
Enter the Decimal Number: 127
Binary Number is: 11111111
```