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BCS-F11-201

Section:

C

Submitted To:

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**HEADER:**

#include<stdio.h>

#include<stdlib.h>

struct stack{

int val;

struct stack \*next;

};

struct stack \*header;

**MAIN:**

#include"myheader.h"

int main(){

int ter;

int ch;

printf("To continue operations press1 to terminate -1: ");

scanf("%d",&ter);

struct stack \*header=NULL;

while(ter!=-1){

printf("\nTo pust values in the stack press 1 to pop press 2 to view stack press 3: ");

scanf("%d",&ch);

switch (ch)

{

case 1:

push();

printf("\nTo continue operations press1 to terminate -1: ");

scanf("%d",&ter);

break;

case 2:

pop();

printf("\nTo continue operations press1 to terminate -1: ");

scanf("%d",&ter);

break;

case 3:

view();

printf("\nTo continue operations press1 to terminate -1: ");

scanf("%d",&ter);

break;

default:

break;

}

}

}

**PUSH:**

#include"myheader.h"

void push(){

struct stack \*nptr;

if(header=NULL){

header=(struct stack\*)malloc(sizeof(struct stack));

printf("Enter the data values: ");

scanf("%d",&header->val);

header->next=NULL;

}

else{

nptr=(struct stack\*)malloc(sizeof(struct stack));

printf("Enter the data values: ");

scanf("%d",&nptr->val);

nptr->next=header;

header=nptr;

}

}

**POP:**

#include"myheader.h"

int pop(){

if(header=NULL){

printf("No data is entered stack is empty: ");

}

else{

printf("The value poped is %d :",header->val);

header=header->next;

}

}

**VIEW:**

#include"myheader.h"

void view(){

while (header->next!=NULL)

{

printf("%d-\t",header->val);

header=header->next;

}

printf("%d->",header->val);

}

**MAKEFILE:**

stack.exe:main.o pop.o view.o push.o

gcc -o stack.exe main.o pop.o view.o push.o

main.o:main.c myheader.h

gcc -c main.c

pop.o:pop.c myheader.h

gcc -c pop.c

push.o:push.c myheader.h

gcc -c push.c

view.o:view.c myheader.h

gcc -c view.c