

KIET Group of Institutions, Ghaziabad

Department of Computer Applications

(An ISO – 9001: 2015 Certified & 'A' Grade accredited Institution by NAAC)

Data Structure and Algorithm Analysis Lab KCA 253: Session 2020-21

Experiment - No-9

Scheduled Date	Compiled Date	Submission Date
25-May-2021	25-May-2021	25-May-2021

Program: Write a Program to Implement Stack Using Linked list.

```
#include<stdio.h>
#include<stdlib.h>
typedef struct nodeType
        int info;
        struct nodeType *next;
}stack;
typedef enum { false, true} boolean;
void createstack(stack **ps);
void push(stack **ps,int value); //to add a new element
int pop(stack **ps); //to remove the last entering element
int peep(stack *ps); //to show the top element of stack
void disposestack(stack **ps);
boolean isempty(stack *ps); //to check stack is empty or not
void main()
{
        stack *top;
        int choice, element;
        createstack(&top);
        do
                printf("-----");
                printf("\n");
                printf("\n 1.Push");
                printf("\n 2.Pop");
                printf("\n 3.Peep");
                printf("\n 4.Exit");
                printf("\nEnter your choice");
                scanf("%d",&choice);
                switch(choice)
                         case 1:
                                         printf("enter element to push");
                                   scanf("%d",&element);
                                         push(&top,element);
                                   break;
                         case 2:
                                 if(isempty(top))
                                    printf("stack is empty\n");
                                          getch();
                                 else
                                 {
                                         printf("Value poped is %d\n",pop(&top));
                                         printf("press any key to continue.....");
```



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```
getch();
                                  break;
                         case 3:
                                  if(isempty(top))
                                           printf("stack is empty\n");
                                           getch();
                                  }
                                  else
                                  {
                                           printf("Value at top is %d\n",peek(top));
                                           printf("press any key to continue.....");
                                           getch();
                                  }
  while(choice !=4);
  disposestack(&top);
void createstack(stack **top){
        *top = NULL;
boolean isempty(stack *top)
        if(top==NULL)
          return true;
        else
          return false;
void push(stack **top,int value)
        stack *ptr;
        ptr = (stack *)malloc(sizeof(stack));
        if(ptr==NULL)
                 printf("\nunable to allocate to memory for new node....");
                 printf("press any key to continue.....");
                 getch();
                 return;
        ptr->info = value;
        ptr->next = *top;
        *top = ptr;
int pop(stack **top)
{
        int temp;
        stack *ptr;
        temp = (*top)->info;
        ptr=*top;
         *top=(*top)->next;
        free(ptr);
        return temp;
int peek(stack *top)
```



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```
return (top->info);
}
void disposestack(stack **top){
    stack *ptr;
    while(*top !=NULL){
        ptr = *top;
        *top =(*top)->next;
        free(ptr);
    }
}
```

Output

```
-----Menu-----
1.Push
2.Pop
3.Peep
4.Exit
Enter your choice1
enter element to push12
-----Menu-----
1.Push
2.Pop
3.Peep
4.Exit
Enter your choice3
Value at top is 12
press any key to continue......
-----Menu-----
1.Push
2.Pop
3.Peep
4.Exit
Enter your choice2
Value poped is 12
press any key to continue......
```