Stack using linked list

```
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
struct Node
{
   int data;
   struct Node *next;
}*top = NULL;

void push();
void pop();
void display();

void main()
{
   int choice, value;
   //clrscr();
   printf("\n:: Stack using Linked List ::\n");
   while(1){
      printf("\n****** MENU ******\n");
      printf("1. Push\n2. Pop\n3. Display\n4. Exit\n");
      printf("Enter your choice: ");
      scanf("%d",&choice);
      switch(choice){
         case 1:
                  push();
                  break;
         case 2: pop(); break;
         case 3: display(); break;
         case 4: exit(0);
         default: printf("\nWrong selection!!! Please try again!!!\n");
      }
   }
}
```

```
void push()
{
   struct Node *newNode;
int value;
   newNode = (struct Node*)malloc(sizeof(struct Node));
printf("enter info to be entered");
scanf("%d", &value);
   newNode->data = value;
   if(top == NULL)
      newNode->next = NULL;
   else
      newNode->next = top;
   top = newNode;
   printf("\nInsertion is Success!!!\n");
}
void pop()
{
   if(top == NULL)
      printf("\nStack is Empty!!!\n");
   else{
      struct Node *temp = top;
      printf("\nDeleted element: %d", temp->data);
      top = temp->next;
      free(temp);
   }
}
void display()
{
   if(top == NULL)
      printf("\nStack is Empty!!!\n");
   else{
      struct Node *temp = top;
      while(temp->next != NULL){
         printf("%d--->",temp->data);
         temp = temp -> next;
```

```
        }
        printf("%d--->NULL",temp->data);
    }
}
```