

```
/* To pop and push items in a stack */  
/* Array Implementation of Stacks */
```

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```
#include <stdio.h>
```

```
#define MAX 10
```

```
int stack[MAX];  
int top;
```

```
/* pushes item on the stack */
```

```
void push ( int data )
```

```
{  
if ( top == MAX - 1 )  
    printf ( "\nStack is full" );  
else  
{  
    top++;  
    stack[ top ] = data ;  
}  
}
```

```
/* pops off the items from the stack */
```

```
void pop( )
```

```
{  
int data ;  
  
if ( top == -1 )  
{  
    printf ( "\nStack is empty" );  
}  
else  
{  
    data = stack[ top ] ;  
    top-- ;  
    printf("Data pop'ed =%d\n",data);  
}  
}
```

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```
void main( )
{
int choice,data;
int n;

top = -1 ; /* stack is empty */
do
{
printf("\n\n1. Push Data into the Stack\n");
printf("2. Pop Data from the Stack\n");
printf("3. Exit\n");
printf("Feed in your choice: ");
scanf("%d",&choice);

if (choice==1)
{
printf("Feed in the data to push: ");
scanf("%d",&data);
push(data);
}

if (choice==2)
{
pop( );
}
}while (choice!=3);
}
```

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