

Stack C program

```
#include <stdio.h>

#include <stdlib.h>

#define MAXSIZE 3

typedef struct
{
    int items[MAXSIZE];
    int top;
} STACK;

int isfull(STACK s)
{
    if (s.top==MAXSIZE-1)
    {
        return 1;
    }
    return 0;
}

int isempty(STACK s)
{
    if (s.top==-1)
    {
        return 1;
    }
    return 0;
}

void push(STACK *s,int data){
    s->items[++s->top]=data;

    printf ("\n %d is pushed onto stak",data);
}
```

