

```

#include <iostream>
#include <stdio.h>
#include <conio.h>
#include <string.h>
using namespace std;
#define MAX_STACK 10

typedef struct STACK {
    int top;
    char data[10][10];
};
STACK tumpuk;

void inisialisasi()
{
    tumpuk.top = -1;
}
int IsFull() {
    if(tumpuk.top == MAX_STACK-1)
        return 1;
    else return 0;
}
int IsEmpty()
{
    if(tumpuk.top == -1)
        return 1;
    else return 0;
}
void Push(char d[10])
{
    tumpuk.top++;
    strcpy(tumpuk.data[tumpuk.top], d);
}
void Pop()
{

```

```

        cout<<"Data yang terambil =
\n"<<tumpuk.data[tumpuk.top];
        tumpuk.top--;
    }
void Clear()
{
    tumpuk.top=-1;
}
void TampilStack()
{
    for(int i=tumpuk.top;i>=0;i--)
    {
        cout<<tumpuk.data[i]<<endl;
    }
}
void main()
{
    int pil;
    inisialisasi();
    char dt[10];
    do
    {
        cout<<"1. push\n";
        cout<<"2. pop\n";
        cout<<"3. print\n";
        cout<<"4. clear\n";
        cout<<"5. exit\n";
        cout<<"Pilihan : ";cin>>pil;
    switch(pil){
    case 1: if(IsFull() != 1){
                cout<<"Data = ";cin>>dt;
                Push(dt);
            } else cout<<"\n Sudah penuh!\n";
            break;
    case 2: if(IsEmpty() != 1)

```

```
        Pop() ;
    else
        cout<<"\nMasih kosong!\n";
    break;
case 3: if(IsEmpty() != 1)
    TampilStack() ;
    else
        cout<<"\nMasih kosong!\n";
    break;
case 4: Clear() ;
    cout<<"\nSudah kosong!\n";
    break;
}
getch() ;
}while(pil != 5);
getch();
}
```