Stack Linked List CPP

```
#include <iostream>
using namespace std;
class Node
{
public:
    int data;
    Node *next;
};

class Stack
{
private:
    Node *top;
public:
    Stack(){top=NULL;}
    void push(int x);
    int pop();
    void Display();
};

void Stack::push(int x)
```

```
{
    Node *t=new Node;
    if(t==NULL)
        cout<<"Stak is
Full\n";
    else
    {
        t->data=x;
        t->next=top;
        top=t;
    }
}
int Stack::pop()
{
    int x=-1;
    if(top==NULL)
        cout<<"Stack is
Empty\n";
    else
    {
        x=top->data;
```

```
            Node *t=top;
            top=top->next;
            delete t;
        }
        return x;

}
void Stack::Display()
{
    Node *p=top;
    while(p!=NULL)
    {
        cout<<p->data<<" ";
        p=p->next;
    }
    cout<<endl;
}
int main()
{
    Stack stk;
```

```
        stk.push(10);
        stk.push(20);
        stk.push(30);

        stk.Display();
        cout<<stk.pop();
        return 0;
}
```