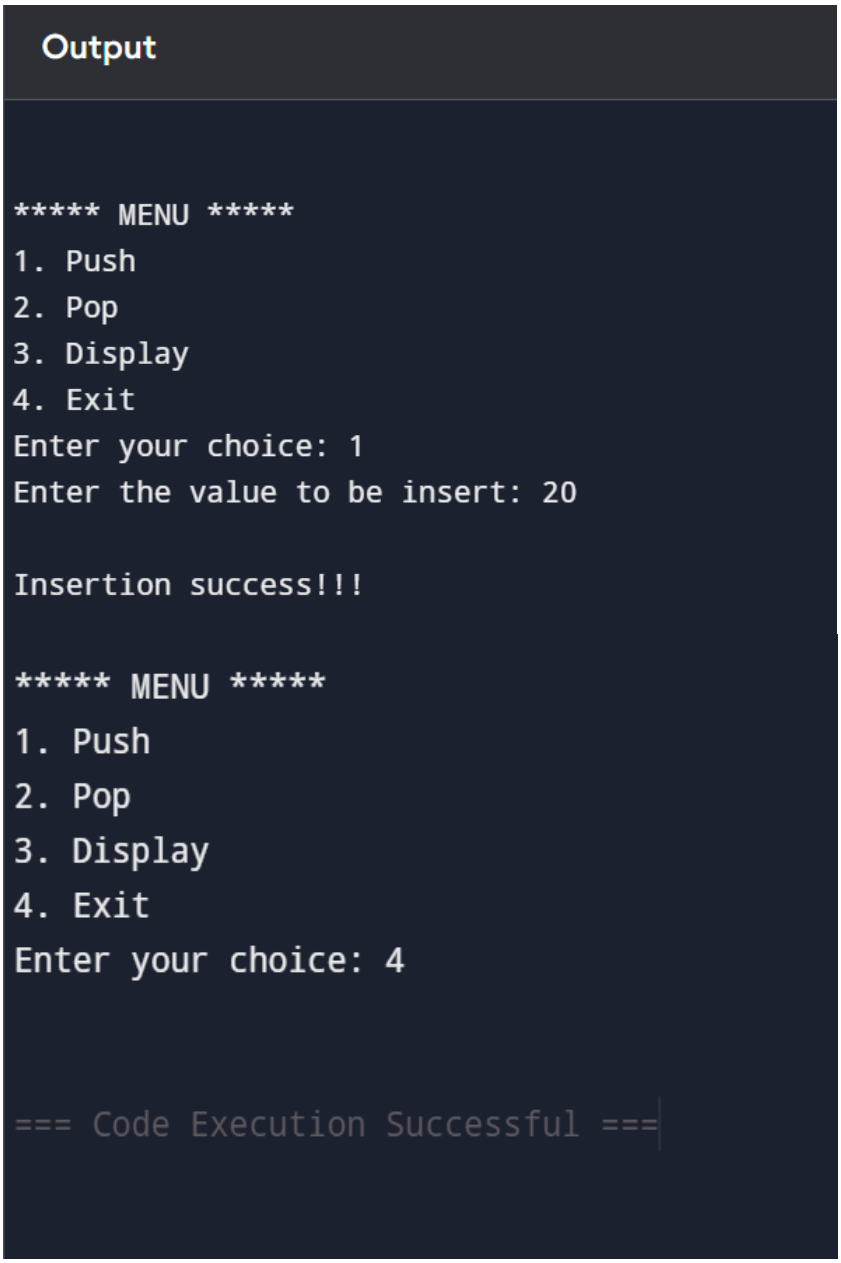
```
#include<stdio.h>
#include <stdlib.h>
#define SIZE 10
void push(int);
void pop();
void display();
int stack[SIZE], top = -1;
void main()
{
  int value, choice;
  while(1){
    printf("\n\n***** MENU *****\n");
    printf("1. Push\n2. Pop\n3. Display\n4. Exit");
    printf("\nEnter your choice: ");
    scanf("%d",&choice);
    switch(choice){
        case 1: printf("Enter the value to be insert: ");
                scanf("%d",&value);
                push(value);
                break;
        case 2: pop();
                break;
        case 3: display();
                break;
        case 4: exit(0);
        default: printf("\nWrong selection!!! Try again!!!");
    }
```

```
  }
}
void push(int value){
  if(top == SIZE-1)
    printf("\nStack is Full!!! Insertion is not possible!!!");
  else{
    top++;
    stack[top] = value;
    printf("\nInsertion success!!!");
  }
}
void pop(){
  if(top == -1)
    printf("\nStack is Empty!!! Deletion is not possible!!!");
  else{
    printf("\nDeleted : %d", stack[top]);
    top--;
  }
}
void display(){
  if(top == -1)
    printf("\nStack is Empty!!!");
  else{
    int i;
    printf("\nStack elements are:\n");
    for(i=top; i>=0; i--)
        printf("%d\n",stack[i]);
```

```
    }
}
```

Output:


Output
***** MENU *****
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter the value to be insert: 20
Insertion success!!!
***** MENU *****
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 4
=== Code Execution Successful ===