```
#include<stdio.h>
#include<conio.h>
#define n 5
int stack[n];
int top=-1;
void push()
{
  int x;
  printf("Enter data\n");
  scanf("%d",&x);
  if(top==n-1)
  {
    printf("Stack overflow\n");
  }
  else
  {
    top++;
    stack[top]=x;
  }
}
void pop()
{
  int item;
  if(top==-1)
  {
    printf("Stack underflow\n");
  }
  else
  {
    item=stack[top];
    top--;
```

```
printf("Element is %d\n",item);
  }
}
void peek()
{
  if(top==-1)
  {
    printf("Stack underflow\n");
  }
  else
  {
    printf("%d\n",stack[top]);
  }
}
void display()
{
  if(top==-1)
  {
    printf("Stack is empty\n");
  }
  else{
    printf("Stack elements are\n");
    for (int i=top;i>=0;i--)
      printf(" Elements are %d\n",stack[i]);
    printf("\n");
  }
}
void main()
{
```

```
int ch;
  do
  {
    printf("Enter choice 1.push 2.pop 3.peek 4.display 0.exit\n");
    scanf("%d",&ch);
    switch(ch)
    {
       case 1:push();
           break;
       case 2:pop();
           break;
       case 3:peek();
           break;
       case 4:display();
           break;
      case 0:printf("exit\n");
           break;
      default:printf("invalid choice\n");
    }
  } while (ch!=0);
  getch();
}
```





