```python
class Node:

    def __init__(self, data):

        self.data = data

        self.next = None


class Stack:

    def __init__(self):

        self.top = None


    def push(self, book_title):

        new_node = Node(book_title)

        new_node.next = self.top

        self.top = new_node

        print(f'Pushed "{book_title}" onto stack.')


    def pop(self):

        if self.top is None:

            print("Stack Underflow! No books to pop.")

            return None

        popped_title = self.top.data

        self.top = self.top.next

        print(f'Popped "{popped_title}" from stack.')

        return popped_title


    def display(self):

        if self.top is None:

            print("Stack is empty.")
```

```python
            return
        current = self.top
        print("Books in stack (top to bottom):")
        while current:
            print(f'- {current.data}')
            current = current.next


def main():
    stack = Stack()

    while True:
        print("\nChoose an operation:")
        print("1. Push a book title")
        print("2. Pop a book title")
        print("3. Display stack")
        print("4. Exit")
        choice = input("Enter your choice (1-4): ")

        if choice == '1':
            title = input("Enter book title to push: ")
            stack.push(title)
        elif choice == '2':
            stack.pop()
        elif choice == '3':
            stack.display()
        elif choice == '4':
            print("Exiting...")
```

```python
            break

        else:

            print("Invalid choice. Please enter 1-4.")


if __name__ == "__main__":

    main()
```