```
class BookStack:
    def __init__(self, size):
        self.stack = []
        self.size = size
    def push(self, title):
        if len(self.stack) < self.size:
            self.stack.append(title)
            print(f'"{title}" added.')
        else:
            print("Stack is full.")
    def pop(self):
        if self.stack:
            print(f'"{self.stack.pop()}" removed.')
        else:
            print("Stack is empty.")
    def peek(self):
        if self.stack:
            print(f'Top book: "{self.stack[-1]}"')
        else:
            print("Stack is empty.")
    def display(self):
        print("Stack:", list(reversed(self.stack)) or "Empty")
s = BookStack(int(input("Enter stack size: ")))
while True:
    print("\n1.Push 2.Pop 3.Peek 4.Display 5.Exit")
    c = input("Enter choice: ")
    if c == '1':
```

```
    s.push(input("Enter book title: "))
elif c == '2':
    s.pop()
elif c == '3':
    s.peek()
elif c == '4':
    s.display()
elif c == '5':
    break
else:
    print("Invalid choice.")
```