```c
#include<stdio.h>
#include<stdlib.h>

#define SIZE 5

void push(int);
void pop();
void display();

int stack[SIZE], top = -1;

int main()
{
  int value, choice;
  while(1){
    printf("1. Push\n2. Pop\n3. Display\n4. Exit");
    printf("\nEnter your choice: ");
    scanf("%d",&choice);
    switch(choice){
      case 1:
        printf("Enter the value ");
        scanf("%d",&value);
        push(value);
        break;
      case 2:
        pop();
        break;
      case 3:
        display();
        break;
      case 4:
        return 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!!!");
  }
}
```

```c
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]);
    }
}
```