

Deletion · Check if list is empty If empty, print under flow ese continue list POP WIII remove element Change lop a cookingly Sprint the stack

Code

```
stack = []
     def is_empty():
         return stack == []
     def push(item, max_size):
         if len(stack) < max_size:</pre>
              stack.append(item)
              print(stack)
         else:
9
              print("Overflow: Stack is full")
     def pop():
10
         if is_empty():
11
              print("Underflow: Stack is empty.")
12
         else:
13
              return stack.pop()
14
15
     def peek():
         if not is_empty():
16
              return stack[-1]
17
     def size():
18
         return len(stack)
19
20
     def main():
         max_size = int(input("Enter the size of the stack: "))
21
         while True:
22
              print("1.Push")
23
              print("2.Pop")
24
              print("3.Peek")
25
              print("4.Size")
26
              print("5.isEmpty")
27
28
              print("6.Exit")
              option = int(input("Enter your choice: "))
29
              if option == 1:
30
                  item = input("Enter the item to push: ")
31
                  push(item, max_size)
32
              elif option == 2:
33 🗸
                  print("Popped item:", pop())
34
              elif option == 3:
35 🗸
                  print("Top item:", peek())
36
              elif option == 4:
37 V
                  print("Size of the stack:", size())
38
39 🗸
              elif option == 5:
                  if is_empty():
40 V
                      print("The stack is empty.")
41
42 🗸
                  else:
                      print("The stack is not empty.")
43
              elif option == 6:
44 🗸
                  break
45
46 V
              else:
                  print("Invalid choice. Please try again.")
47
     main()
48
```