```
#include<stdio.h>
int a[100];
int SIZE;
int TOP=(-1), X, OP;
void push();
void pop();
void peep();
void display();
void main(){
       printf("Enter size of stack:");
       scanf("%d",&SIZE);
              printf("Menu:\n1.PUSH\t2.POP\t3.PEEP\t4.DISPLAY\t5.EXIT\nEnter your
choice:");
              scanf("%d",&OP);
              switch(OP){
                     case 1:push();
                          break;
                     case 2:pop();
                          break;
                     case 3:peep();
                          break;
                     case 4:printf("Displaying Stack:\n");
                          display();
                          break;
                     case 5:break;
                     default:printf("Invalid choice");
       }while(OP!=5);
void push(){
       if(TOP>=SIZE-1){
              printf("Stack Overflow\n");
       }
       else{
              printf("Enter element to PUSH:");
              scanf("%d",&X);
              TOP++;
              a[TOP]=X;
       }
}
void pop(){
       if(TOP<0){
              printf("Stack Underflow\n");
       }
       else{
              printf("%d\n",a[TOP]);
              TOP--;
       }
}
void peep(){
  printf("Enter position of element to view from top:");
```

```
scanf("%d", &X);
if (TOP-X+1<0)
{
    printf("Stack Underflow\n");
}
else
{
    printf(" The %d element from the top is: %d \n", X, a[TOP-X+1]);
}

void display(){
    int i;
    for(i=TOP;i>=0;i--){
        printf("%d\n",a[i]);
    }
}
```

OUTPUT:

