#include<stdio.h>

#include<stdlib.h>

#define size 10

int stack[size];

int top=-1;

void push(int);

void pop();

void display();

void main(){

int n;

printf("enter 1. push\n2. pop\n 3.display\n4.exit");

while(1){

scanf("%d",&n);

switch(n){

case 1: int x;

printf("enter a character");

scanf("%d",&x);

push(x);

break;

case 2 : pop();

break;

case 3 : display();

break;

case 4: exit(0);

default : printf("invalid");

}

}

}

void push(int x){

if(top==size-1)

printf("stack is full");

else{

top++;

stack[top]=x;

}

}

void pop(){

if (top==-1)

printf("stack is empty");

else

top--;

}

void display(){

if(top==size-1)

printf("stack is full");

else if (top==-1)

printf("stack is empty");

else{

for(int i=top; i>=0;i--)

printf("%d",stack[i]);

}

}