**Source Code:**

#include <stdio.h>

int STK[100], TOP = -1, i, n, x, choice;

void Push();

void Pop();

void Peep();

void Display();

void main()

{

    printf("Enter the size of Stack (Maximum size = 100): ");

    scanf("%d", &n);

    do

    {

        printf("\nSelect the option  \n");

        printf("\t1.Push\t 2.Pop\t 3.Peep\t 4.Display\t 5.Exit \n");

        printf("\n Enter your choice: ");

        scanf("%d", &choice);

        switch (choice)

        {

        case 1:

            Push();

            break;

        case 2:

            Pop();

            break;

        case 3:

            Peep();

            break;

        case 4:

            Display();

            break;

        case 5:

            printf("Exit: Program Finished !! ");

            break;

        default:

            printf("Wrong choice . Choose again \n");

        }

    } while (choice != 5);

}

void Push()

{

    if (TOP >= n - 1)

    {

        printf(" Stack Overflow \n");

    }

    else

    {

        printf(" Enter the element to be pushed: ");

        scanf("%d", &x);

        TOP++;

        STK[TOP] = x;

    }

}

void Pop()

{

    if (TOP < 0)

    {

        printf(" Stack Underflow \n");

    }

    else

    {

        printf(" The popped element is: %d \n", STK[TOP]);

        TOP--;

    }

}

void Peep()

{

    printf(" Enter the position of the element from the top which you want to peep: ");

    scanf("%d", &i);

    if (TOP - i + 1 < 0)

    {

        printf(" Stack Underflow on Peep \n");

    }

    else

    {

        printf(" The %d element from the top is: %d \n", i, STK[TOP - i + 1]);

    }

}

void Display()

{

    if (TOP < 0)

    {

        printf(" Stack is empty \n");

    }

    else

    {

        printf(" The element in the stack are:");

        for (i = TOP; i > -1; i--)

        {

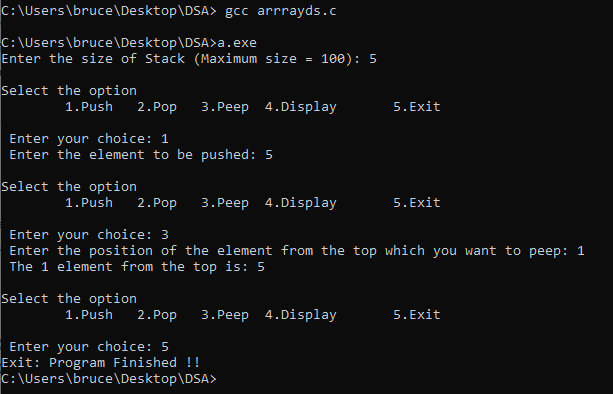
            printf("\n %d \n", STK[i]);

        }

    }

}

**Output:**

****