```c
#include<stdio.h>
#include<conio.h>
#include<stdlib.h>
#define MAXSIZE 10

void push();
void pop();
void traverse();
int stack[MAXSIZE],top = -1;

void main()
{
	int ch;
	printf("\n**** Stack Operations ****");
	printf("\n1. PUSH Operation");
	printf("\n2. POP Operation");
	printf("\n3. TRAVERSE Operation");
	printf("\n4. Exit");

	while(1)
	{
		printf("\nEnter the choice: ");
		scanf("%d",&ch);

		switch(ch)
		{
			case 1: push();		break;
			case 2: pop();		break;
			case 3: traverse();	break;
			case 4: exit(0);	break;
			default: printf("\nWrong Input...!");
		}
	}
	getch();
}

void push()
{
	int item;
	if(top == (MAXSIZE - 1))
	{
		printf("\nStack is full...!");
	}
	else
	{
		printf("\nEnter the number: ");
```

```
47:             scanf("%d",&item);
48:
49:             top = top + 1;
50:             stack[top] = item;
51:             printf("\nInserted item is: %d",item);
52:       }
53: }
54:
55: void pop()
56: {
57:       int item;
58:       if(top == -1)
59:       {
60:             printf("\nStack is empty...!");
61:       }
62:       else
63:       {
64:             item = stack[top];
65:             top = top - 1;
66:             printf("\nDeleted item is: %d",item);
67:       }
68: }
69:
70: void traverse()
71: {
72:      int i;
73:      if(top == -1)
74:      {
75:             printf("\nStack is empty...!");
76:      }
77:      else
78:      {
79:             printf("\nTraverse the elements\n");
80:             for(i = top; i >= 0; i--)
81:             {
82:                   printf("%d ",stack[i]);
83:             }
84:      }
85: }
```