```java
package stack_Implementation;

import java.util.Scanner;

class Stack{
    final int max = 10;
    int top;
    int[] arr = new int[max];

    Stack() {
        top = -1;
    }

    boolean isEmpty() {
        if(top==-1)
            return true;
        else
            return false;
    }

    boolean isFull() {
        if(top == max-1)
            return true;
        else
            return false;
    }

    boolean push(Scanner sc) {
        if(isFull()) {
            System.out.println("Stack is full...");
            return false;
        }
        else {
            top++;
            System.out.println("Enter value to the stack...");
            int val = sc.nextInt();
            arr[top] = val;
            System.out.println("Item pushed.");
            return true;
        }

    }

    boolean pop() {
        if(isEmpty())
        {
            System.out.println("Stack is empty...");
            return false;
        }
        else {
            System.out.println("Element deleted from stack..."+arr[top]);
            top--;
            return true;
        }
    }
    boolean display() {
        if(isEmpty()) {
```

```
58              System.out.println("Stack is empty...");
59              return false;
60          }
61          else {
62              for(int i=top;i>=0;i--) {
63                  System.out.print(arr[i] + " ");
64              }
65              return true;
66          }
67
68      }
69  }
70  public class StackOperations {
71
72
73      public static void main(String[] args) {
74
75          Stack s_obj = new Stack();
76          Scanner sc = new Scanner(System.in);
77          int ch;
78
79          do {
80              System.out.println("\n Please enter your choice:\t 1. PUSH \t 2. POP \t 3. Display
    \t 4. Quit.");
81              ch = sc.nextInt();
82
83              switch(ch){
84
85              case 1:
86                  s_obj.push(sc);
87                  break;
88              case 2:
89                  s_obj.pop();
90                  break;
91              case 3:
92                  s_obj.display();
93                  break;
94              case 4:
95                  System.exit(0);
96
97              }
98          }while(ch < 5);
99
100     }
101
102 }
103
```