

```

1  #include<stdio.h>
2  #include<stdlib.h>
3  # define size 5
4  int top=-1;
5  void push(int stack[],int item)
6  {
7      if(top==size-1)
8          printf("STACK OVERFLOW \n");
9      else
10     {
11         top++;
12         stack[top]=item;
13     }
14 }
15 int pop(int stack[])
16 {
17     if(top==-1){
18         printf("STACK UNDERFLOW\n");
19         return -1;
20     }
21     else
22     {
23         int item=stack[top];
24         top--;
25         return item;
26     }
27 }
28 }
29 void display(int stack[])
30 {
31

```

```

29 void display(int stack[])
30 {
31     printf("contents of the stack \n");
32     for(int i=top;i>=0;i--)
33         printf("%d\n",stack[i]);
34 }
35 int main()
36 {
37     int stack[size];
38     int choice,element;
39     for(;;)
40     {
41         printf("\n1.push\n2.pop\n3.print\n4.exit\n");
42         printf("enter your choice\n");
43         scanf("%d",&choice);
44         switch(choice){
45             case 1:
46                 printf("enter element\n");
47                 scanf("%d",&element);
48                 push(stack,element);
49                 break;
50             case 2:
51                 element=pop(stack);
52                 if(element==-1)
53                     printf("STACK UNDERFLOW\n");
54                 else
55                     printf("element popped :%d",element);
56                 break;
57             case 3:
58                 display(stack);
59

```

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59         display(stack);
60         break;
61         default :
62             printf("end of operation\n");
63             exit(0);
64         }
65     }
66 }
67 }

```

```
1.push
2.pop
3.print
4.exit
enter your choice
1
enter element
1

1.push
2.pop
3.print
4.exit
enter your choice
1
enter element
2

1.push
2.pop
3.print
4.exit
enter your choice
1
enter element
3

1.push
```

```
1.push
2.pop
3.print
4.exit
enter your choice
1
enter element
5

1.push
2.pop
3.print
4.exit
enter your choice
3
contents of the stack
5
4
3
2
1

1.push
2.pop
3.print
4.exit
enter your choice
2
element popped :5
```

```
4.exit
enter your choice
2
element popped :5
1.push
2.pop
3.print
4.exit
enter your choice
2
element popped :4
1.push
2.pop
3.print
4.exit
enter your choice
2
element popped :3
1.push
2.pop
3.print
4.exit
enter your choice
3
contents of the stack
2
1
1.push
```

```
contents of the stack
2
1
1.push
2.pop
3.print
4.exit
enter your choice
4
end of operation

...Program finished with exit code 0
Press ENTER to exit console.
```