```c
#include<stdio.h>
#include<stdlib.h>
#define MAX 5
typedef struct
{
   int top;
   int ele[MAX];
}stack;
 stack s;
void push();
void pop();
void disp();

```

```c

void main()
{
  int ch;
  s.top = -1;
  while(1)
  {
  printf("\n----Options Are----");
  printf("\n1-Push");
  printf("\n2-Pop");
  printf("\n3-Display");
  printf("\n4-Exit");
  printf("\nEnter your choice: ");
  scanf("%d",&ch);
  switch(ch)
  {
    case 1: push();
            break;
    case 2: pop();
            break;
    case 3: disp();
            break;
    case 4: exit(0);
    default: printf("\n Wrong Choice");
  }
 }
}
```

```
40
41  void push()
42  {
43      int e;
44      if(s.top==MAX-1)
45        printf("\nStack is Full");
46      else
47      {
48          printf("\nEnter element to push");
49           scanf("%d",&e);
50
51           s.top++;
52           s.ele[s.top]=e;
53       }
54  }
55
```

```
55
56  void pop()
57  {
58      int e;
59      if(s.top==-1)
60        printf("\nStack is empty");
61      else
62      {
63          e=s.ele[s.top];
64          printf("\nDeleted element is %d",e);
65          s.top--;
66      }
67  }
68
```

```
68
69  void disp()
70  {
71      int top1;
72      top1=s.top;
73      if(s.top==-1)
74        printf("\nStack is empty");
75      else
76      {
77        while(top1!=-1)
78        { printf("\n%d",s.ele[top1]);
79           top1--;
80        }
81      }
82  }
83
```