```c
struct stack {
        int arr [MAX];
        int top;
};

// initializing stack
void   int (struct stack *s){

        s->top = -1;
}
// pushing data in stack
void push (struct stack *s, int d) {
        if (s-> top == MAX - 1) {
                printf (" Stack Overflow\n");
                return;
        }

        s-> top ++;
        s-> arr [s->top] = d;
}
```

```c
//popping elements from stack
void pop ( struct stack *s) {
    if (s→top == -1) {
        printf(" Stack Underflow\n");
        return;
    }
    printf("%d was popped \n", s→arr[s→top]);
    s→top--;
}

// boo check for empty
void display (struct stack s) {
    if (s→top == -1) {
        printf("No items in stack\n");
    }
    for(int i=0; i>= s.top; i++) {
        printf("%d    ", s.arr[i]
    for (int i= s.top; i>= 0; i--) {
        printf("%d   ", s.arr[i]);
    }
    printf("\n");
}
```