```c
#include<stdio.h>

#include<stdlib.h>

#define size 10

void push(int);

void pop();

void display();

int stack[size], top=-1;

void main()

{

   int ch,val;

   while(1){

      printf("\n****MENU****\n");

      printf("\nSelect task to be performed \n1.push \n2.pop \n3.display \n4.exit \n");

      scanf("%d",&ch);

      switch(ch)

      {

         case 1 : printf("\nEnter the value to be added: ");

               scanf("%d",&val);

               push(val);

               break;

         case 2 : pop();

               break;

         case 3 : display();

               break;


         default: printf("\n INVALID INPUT!!!TRY AGAIN");

         case 4 : exit(0);

               break;


      }

   }
```

```c
}
void push(int val)
{
    if (top==size-1){
        printf("\n Stack is full");
        }
    else{
        stack[++top]=val;
        printf("\nVALUE SUCCESSFULLY INSERTED");
    }


}
void pop()
{
    if(top==-1){
        printf("\n STACK IS EMPTY");


    }
    else{
        printf("\n %d value successfully deleted",stack[top]);
        top--;
    }
}
void display()
{
    printf("\nSTACK:");
    for(int i=top;i>=0;i--){
        printf("\n %d",stack[i]);


    }
}
```