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```c
#include <stdio.h>
#define size 3
int top = -1
void push (int [ ], int);
int pop (int [ ]);
void display (int [ ]);
int main (int argc, char * * argv)
{
    int stack [size]
    int choice, element;
    char ch;
    do
    {
        printf ("Enter your choice \n");
        printf ("1. Push \n");
        printf ("2. Pop \n");
        printf ("3. Display \n");
        scanf ("%d", &choice);
        switch (choice)
        {
            case 1: printf ("Enter the element to be
                            pushed \n");
                    scanf ("%d", &element);
                    push (stack, element);
                    break;
            case 2: element = pop (stack);
                    if (element == -1)
                    printf ("Stack Underflow");
                    else
                    printf ("Poped element is %d\n",
                            element);
                    break;
            case 3: display (stack);
                    break;
            default: printf ("Invalid choice");
```

```c
}
    printf("Do you want to continue ?(u");
    fflush(stdin);
    scanf("%c",&ch);}
    while(ch == 'y'|| ch == 'Y');
    return 0;
}
void push(int stack[], int ele)
{
    if(top == size-1)
    {
        printf("Stack overflow");
    }
    else
    {
        top++;
        stack[top] = ele;
    }
}
int pop(int stack[])
{
    int people;
    if(top ==-1);
    return -1;
    else
    {
        people = stack[top];
        top--
        return(people);
    }
}
void display(int stack[])
{
    int i;
```

```c
printf(" The stack elements \n");
for ( i = top ; i >= 0; i--)
{
    printf("%d \t", stack[i]);
}
}
```