

```
#include <stdio.h>
int stack[5], choice, n, top, i;
void push(void);
void pop(void);
void display(void);
int main()
{
    clrscr();
    top = -1;
    printf("\nEnter the size of stack [MAX=5]:");
    scanf("%d", &n);
    printf("\n\t STACK OPERATIONS USING ARRAY");
    printf("\n\t -----");
    printf("\n\t 1. PUSH\t 2. POP\t 3. DISPLAY\t 4. EXIT");
    do
    {
        printf("\nEnter the choice:");
        scanf("%d", &choice);
        switch (choice)
        {
            case 1:
                push();
                break;
            case 2:
                pop();
                break;
            case 3:
                display();
                break;

```

case 4 :

```
{  
    printf("\n\t EXIT POINT");  
}
```

```
default;
```

```
{  
    printf("\n\t Please Enter a Valid choice  
            (1/2/3/4)");  
}
```

```
}  
while (choice != 4)  
    return 0;  
}
```

```
void push()
```

```
{  
    if (top >= n-1)
```

```
{  
        printf("\n\t STACK is over flow");  
}
```

```
else
```

```
{
```

```
    printf("\n\t Enter a value to be pushed:");
```

```
    scanf("%d", &x);
```

```
    top++;
```

```
    stack[top] = x;
```

```
}
```

```
void pop()
```

```
{
```

```
    if (top <= -1)
```

```
{
```

```
        printf("\n\t Stack is under flow");  
}
```

```
else
```

```
{  
    printf("In It the popped element is %d",  
        stack[top]);  
}  
}  
void display()  
{  
    if (top >= 0)  
    {  
        printf("In The element is stack\n");  
        for (i = top; i >= 0; i--)  
            printf("%d", stack[i]);  
        printf("In Press Next choice");  
    }  
    else  
    {  
        printf("In The stack is empty");  
    }  
}
```