class Stack:

def \_\_init\_\_(self, max\_size):

self.stack = [None] \* max\_size

self.top = -1

self.max\_size = max\_size

def push(self, item):

if self.top == self.max\_size - 1:

print("Error: Stack is full")

else:

self.top += 1

self.stack[self.top] = item

print("Push success")

def pop(self):

if self.top == -1:

print("Error: Stack is empty")

else:

print("Popped item:", self.stack[self.top])

self.top -= 1

print("Pop success")

def peek(self):

if self.top == -1:

print("Error: Stack is empty")

else:

print("Top item:", self.stack[self.top])

def display(self):

if self.top == -1:

print("Stack is empty")

else:

for i in range(self.top, -1, -1):

print(self.stack[i])

size = int(input("Enter the stack size: "))

s = Stack(size)

while True:

print("\n1. Push\n2. Pop\n3. Peek\n4. Display\n5. Exit")

ch = input("Enter your choice: ")

if ch == '1':

data = input("Enter book title to push: ")

s.push(data)

elif ch == '2':

s.pop()

elif ch == '3':

s.peek()

elif ch == '4':

s.display()

elif ch == '5':

break

else:

print("Invalid choice")

A screenshot of a computer program

AI-generated content may be incorrect.