```c
/******Stack Implemetation*******/
#define MAXSIZE 10
int stack[MAXSIZE];
int top=-1;
int isFull()
{
  if (top==MAXSIZE)
    return(1);
  else
    return(0);
}
int isEmpty()
{
  if (top==-1)
    return(1);
  else
   return(0);
}
void push(int data)
{
  if (!isFull())
    stack[++top]=data;
  else
    printf("Stack is Full\n");
}
void display()
{
 int i;
 if (!isEmpty())
 {
 printf("Stack Items\n");
 for(i=0;i<=top;++i)
   printf("%d\n",stack[i]);
 }
 else
    printf("Stack is empty\n");
}
void pop()
{
  if (!isEmpty())
  {
    printf("Poped item is %d\n", stack[top]);
    --top;
  }
  else
    printf("Stack is empty\n");
}
void peek()
```

```c
{
  if(!isEmpty())
    printf("Top element is %d",stack[top]);
  else
    printf("Stack is empty\n");
}
void main()
{
  int opt,data;
clrscr();
while (1)
{
  printf("1.Push\n2.Pop\n3.Peek\n4.Display\n5.Exit\n");
  printf("Enter your option : ");
  scanf("%d",&opt);
  switch(opt)
  {
    case 1:
          printf("Enter Data item to be added : ");
          scanf("%d",&data);
          push(data);
          break;
    case 2:
          pop();
          break;
    case 3:
          peek();
          break;
    case 4:
          display();
          break;
    case 5:
          exit();
    default:
          printf("Invalid option\n");
  }
}
}
```