```
//stack
#include<stdio.h>
#include<conio.h>
struct stack
{
 int stk[5];
 int top;
}s;

void push(int n)
{
   if (s.top==5)
   printf("stack is overflow");
   else
   {
    s.stk[s.top]=n;
    s.top++;
   }
}
int pop()
{
 if(s.top==0)
 {
 printf("\nstack is underflow");
 return -1;
 }
 else
 {
  s.top--;
  return s.stk[s.top];
 }
}

 void main()
 {
  int ch,n,i;
  clrscr();
  while(1)
  {
  printf(" \n 1:PUSH \n 2:POP \n 3:PEEP \n 4:EXIT \n FILL THE CHOICE:");
  scanf("%d",&ch);
  switch(ch)
```

```
 {
  case 1:
   printf("Element to be pushed:");
   scanf("%d",&n);
   push(n);
   printf("\npushed element=%d",n);
   getch();
   break;
  case 2:
   n=pop();
   printf("\npoped Element=%d",n);
   getch();
   break;
  case 3:
    printf("\nPeeped element=%d",s.stk[s.top-1]);
     getch();
    break;
  case 4:
    exit(0);
   }
 }
}
```