#include<stdio.h>

#include<conio.h>

#define SIZE 3

int STACK[SIZE],TOP=-1,ITEM;

void push();

void pop();

void display();

void main()

{ int choice;

while(1)

{

printf("\n\n 1:push\n 2:pop\n 3:display\n 4:exit\n");

printf("enter your choice");

scanf("%d",&choice);

switch(choice)

{

case 1:push();

break;

case 2: pop();

break;

case 3: display();

break;

case 4: exit(0);

break;

default: printf("wrong choice");

}

}

getch();

}

void push()

{

if(TOP==SIZE-1)

{

printf("stack overflow");

return;

}

else

{

printf("enter an element\n");

scanf("%d",&ITEM);

printf("entered element is %d\n\n",ITEM);

TOP=TOP+1;

STACK[TOP]=ITEM;

}

}

void pop()

{

int del;

if(TOP==-1)

{

printf("stack underflow\n");

return;

}

else

{

del=STACK[TOP];

printf("poped element is %d\n",del);

TOP=TOP-1;

}

}

void display()

{

int i;

if(TOP==-1)

{

printf("STACK IS EMPTY\n");

return;

}

else

{

for(i=TOP;i>=0;i--)

{

printf("%d\n",STACK[i]);

}

}

}







