```cpp
#include<iostream>
#include<conio.h>
using namespace std;
struct stk
{int x;
stk *L;
};
stk *push(stk *top)
{int y;
if(top==NULL)
{top=new(stk);
    if(top==NULL)
    {cout<<"no space\n";
    getch();
    exit(0);
    }
    cout<<"enter the value\n";
    cin>>y;
    top->x=y;
    top->L=NULL;
}
else
{stk *T=new(stk);
if(T==NULL)
{cout<<"no space\n";
getch();
exit(0);}
cout<<"enter the value\n";
cin>>y;
T->x=y;
T->L=top;
top=T;
}
return top;
}
void pop( stk **top)
{int w;
if(*top==NULL)
{cout<<"no node\n";
getch();
exit(0);
}
stk *T=*top;
cout<<"The deleted value is: "<<T->x<<endl;
(*top)=(*top)->L;
delete T;
}
void print(stk *top)
{
        while(top!=NULL)
    {
        cout<<top->x<<endl;
    top=top->L;
    }
}

void main()
{    int i,k,z;
```

```cpp
cout<<"\t\t\t\t(*_*) Welcome to stack in linked list (*_*)\t\t\t\t
Ibn_Alyemen\n";
    stk *top=NULL;
    do
    {cout<<"press 1 to add data\n";
    cout<<"press 2 to delete data\n";
    cout<<"press 3 to print data\n";
    cout<<"Please enter your choice:\n";
    cin>>k;
    switch(k)
    {case 1:top=push(top);break;
     case 2:pop(&top);break;
     case 3:print(top);break;
     default:cout<<"Please enter your choice correctly!\n";
    }
    cout<<"to exit press 0:\n";
    cin>>k;
    }while(k!=0);
getch();
}
```