```
#include<stdio.h>
#include<process.h>
#include<conio.h>
#define STACK_SIZE 5
int top=-1;

Void push(int item, int s[], int *top)
{
  if(*top==STACK_SIZE-1)
{
 printf("Stack overflow\n");
 return;
 }
*top=*top+1;
 s[top]=item;
 }
 int pop(int s[], int*top)
 {
  int item_deleted;
  if(*top==-1)
  {
   printf("Stack underflow can't delete\n");
  } return 0;
```

```
item_deleted = s[top]
*top = *top - 1;
return item_deleted;
}
void display(int top, int s[])
{
int i;
if(*top == -1)
{
printf("Stack is empty\n");
return;
}
printf("Contents of stack\n");
for(i=0; i<= top; i++)
{
printf("%d\n", s[i]);
}
}
void main()
{
int item, s[0];
int item_deleted;
int choice;
clrscr();
for(;;)
{
printf("\n1: push \n2: pop\n3: display\n4: exit\n");
scanf("%d", &choice);
switch(choice)
```

```
{
case 1: printf("Enter the item to be inserted\n");
        scanf("%d", &item);
        push(item, s, &top);
        break;
case 2: item_deleted = pop(s, &top);
        if(item_deleted != 0)
        printf("\item deleted is %d\n", item_deleted);
        break;
case 3: display(top, s);
        break;
default: exit(0);
}
}
getch();
}
```