```c
#include <stdio.h>
#include<stdlib.h>
#define size 3

int top = -1;
void push(int [],int);
int pop(int []);
void display(int []);

int main(int argc, char **argv)
{
    int choice,element;
    int stack[size];

    while(choice !=4
    )
    {
        printf("\nEnter your choice:\n1.Push\n2.Pop\n3.Display\n4.Exit\n");
        scanf("%d",&choice);
        switch(choice)
        {
            case 1:printf("Enter element to be pushed:");
                    scanf("%d",&element);
                    push(stack,element);
                    break;
            case 2:element = pop(stack);
                    if(element == -1)
                        printf("Stack overflow");
                    else
                        printf("Element popped is: %d",element);
                    break;
            case 3:display(stack);
                    break;
            case 4:exit(0);
            default:exit(0);
        }
    }

    return 0;
}
void push(int stack[],int ele)
{
    if(top == size-1)
        printf("Stack overflow!");
    else
    {
        top++;
        stack[top] = ele;
    }
}
int pop(int stack[])
{
    int popele;
    if(top == -1)
        return -1;
    else
    {
        popele = stack[top];
        top--;
        return popele;
    }
}
void display(int stack[])
{
    if(top == -1)
        printf("Stack is empty");
    else
    {
        for(int i=top;i>=0;i--)
            printf("%d\t",stack[i]);
```