

```
void push(int stack[])
```

```
{
```

```
    int element;
```

```
    if (top == MAX-1)
```

```
        printf("Stack is full");
```

```
    else
```

```
    {
```

```
        top++;
```

```
        printf("Enter element");
```

```
        scanf("%d",&element);
```

```
        stack[top] = element;
```

```
    }
```

```
}
```

```
void pop(int stack[])
```

```
{
```

```
    int del;
```

```
    if (top == -1)
```

```
        printf("Stack is empty!!! \n");
```

```
    else
```

```
    {
```

```
        del = stack[top];
```

```
top--;
```

```
printf("Element deleted is: %d\n", del);
```

```
}
```

```
}
```

```
void display(int stack[])
```

```
{
```

```
if(top == -1)
```

```
    printf("Stack is empty!\n");
```

```
else
```

```
    for(int i = top; i >= 0; i--)
```

```
        printf("%d\t", stack[i]);
```

```
    printf("\n");
```

```
}
```