```
#include <stdio.h>
#include <stdlib.h>
#define SIZE 4

int top = -1, inp_array[SIZE];

void push() {
   int x;
   if (top == SIZE - 1) {
      printf("\nStack Overflow!!\n");
   } else {
      printf("\nEnter the element to be added onto the stack: ");
      scanf("%d", &x);
      top = top + 1;
      inp_array[top] = x;
      printf("%d has been pushed onto the stack.\n", x);
   }
}
```

```
void pop() {
    if (top == -1) {
        printf("\nStack Underflow!!\n");
    } else {
        printf("\nPopped element: %d\n", inp_array[top]);
        top = top - 1;
    }
}

void traversal() {
    if (top == -1) {
        printf("\nStack is empty!!\n");
    } else {
        printf("\nElements present in the stack: \n");
        for (int i = top; i >= 0; --i) {
            printf("%d\n", inp_array[i]);
        }
    }
}

int main() {
    int choice;
    while (1) {
        printf("\nPerform operations on the stack:");
        printf("\n1. Push the element\n2. Pop the element\n3. Traversal\n4. End");
```

```
        printf("\n\nEnter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                push();
                break;
            case 2:
                pop();
                break;
            case 3:
                traversal();
                break;
            case 4:
                printf("\nExiting program...\n");
                exit(0);
            default:
                printf("\nInvalid choice!!\n");
        }
    }
}
```