STACK PROGRAM

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#include <stdio.h>
#define SIZE 10

void push(int);
void pop();
void display();
void operation();
int stack[SIZE],top=-1;
int main()
{
        printf("******operation******\n1.push \n2.pop \n3.display \n4.exit");
   operation();
   return 0;}
void operation()
{
   int choice=0,value;
        while(choice<=4)
        {
        printf("\nenter your choice :");
        scanf("%d",&choice);
        switch(choice)
        {
                case 1:
                        printf("enter a number to be inserted:");
                        scanf("%d",&value);
                        push(value);
                        break;
            case 2:
                 pop();
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                break;
            case 3:
                display();
                break;
            case 4:
                exit(0);
            default:
                printf("\nWrong selection!!!Try again !!!");
                operation();

        }
}
}
void push(int value)
{
        if(top==SIZE-1)
          printf("stack is overflow");
        else
        {
                top++;
                stack[top]=value;
                printf("insertion is successfully completed");
        }
}

void pop()
{
        if(top==-1)
          printf("stack is underflow");
        else
        {
```

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                printf("deleted element is %d",stack[top]);
                top--;
        }
}
void display()
{
        int i;
                printf("Elements in stack are \n");
        for(i=0;i<=top;i++)
        {

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