```cpp
// Stack | Class | Push, Pop, Display

#include<iostream>
#include<stdlib.h>

using namespace std;
#define max_size 100


class Stack{
    int top;
    int stack[max_size];

    public:
        Stack(){
            top = -1;
        }
    bool isEmpty(){
        return (top==-1);
    }
    bool isFull(){
        return (top == max_size-1);
    }
    int push(int val){
        if(isFull())
            cout<<"Overflow";
        else{
            stack[++top] = val;
            cout<<"Pushed element : "<<val;
        }
    }

    int pop(){
        if(isEmpty())
            cout<<"Underflow";

        else{
            cout<<"Popped element"<<stack[top];
            top--;
        }
    }

    int display(){
            if(isEmpty())
                cout<<"Stack is empty";

            else{
                cout<<"Stack elements are : ";
                for(int i=top; i >=0; i--)
                    cout<<stack[i]<<" ";
            }
    }

};


int main(){
    int ch, val;

    Stack stack;

    do{
        cout<<endl;
        cout<<"1 Push"<<endl;
        cout<<"2 Pop"<<endl;
        cout<<"3 Display"<<endl;
```

```
        cout<<"4 Exit"<<endl;
        cout<<"Enter your choice : ";
        cin>>ch;
        switch(ch){
            case 1:
                cout<<"Enter the value to be inserted : ";
                cin>>val;
                stack.push(val);
                break;
            case 2:
                stack.pop();
                break;
            case 3:
                stack.display();
                break;
            case 4:
                exit(0);
                break;
            default:
                cout<<"Wrong Choice";
        }

    }while(ch != 4);

    return 0;
}
```