```cpp
#include<iostream>
#include<stdlib.h>
                std;

// Stack

#define max 10

int stack[max], top=-1;
void push(int val){

    (top >= max-1){
       cout<<"Stack Overflow";
    }
       {
       stack[++top] = val;
    }
}

void pop(){
     (top <= -1){
       cout<<"Stack Underflow";
    }

       {
       cout<<"Deleted element : "<<stack[top];
       top--;
    }
}

void display(){
    int i;
      (top >= 0){
       //cout<<"Element : ";
          (int i = top; i>=0; i-- ){
           cout<<stack[i]<<" ";

       }

    }

       cout<<"Stack is Empty";
}
```