```c
#include<stdio.h>



#define MAX 5

int top=-1,stack[MAX];
void push();
void pop();
void display();

void main()
{
    int ch;
        printf("\n  Stack Menu  ");
        printf("\n1.Push\n2.Pop\n3.Display\n4.Exit");

    do
    {

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

        switch(ch)
        {
            case 1: push();
                    break;
            case 2: pop();
                    break;
            case 3: display();
                    break;



        }
```

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        }

    }while(ch!=4);
}

void push()
{
    int val;

    if(top==MAX-1)
    {
        printf("\nStack is full!!");
    }
    else
    {
        printf("\nEnter element to push:");
        scanf("%d",&val);
        top=top+1;
        stack[top]=val;
    }
}

void pop()
{
    if(top==-1)
    {
        printf("\nStack is empty!!");
    }
    else
    {
        top=top-1;
    }
}

void display()
```

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    }
    else
    {
        printf("\nEnter element to push:");
        scanf("%d",&val);
        top=top+1;
        stack[top]=val;
    }
}

void pop()
{
    if(top==-1)
    {
        printf("\nStack is empty!!");
    }
    else
    {
        top=top-1;
    }
}

void display()
{
    int i;

    if(top==-1)
    {
        printf("\nStack is empty!!");
    }
    else
    {
        for(i=top;i>=0;--i)
            printf("%d\n",stack[i]);
    }
}
```