#include<stdio.h>

#define size 100

int arr[size];

int push(int \*t,int value)

{

if(\*t>size-1)

{

printf("stack overflow");

}

else

{

arr[++\*t]=value;

printf("value has been pushed\n ");

}

}

void pop(int \*t)

{

if (\*t<0)

{

printf("stack underflow");

}

else

{

\*t=\*t-1;

printf("element has been popped\n current stack: ");

}

}

void display(int \*t)

{

for(int i=\*t;i>=0;i--)

{

printf("%d ",arr[i]);

}

}

int main()

{

int top=-1;

char a='y';

while(a=='y')

{

int choice;

printf("\n 1.PUSH \n 2. POP\n 3.DISPLAY\n");

printf("enter choice:");

scanf("%d",&choice);

switch(choice)

{

case 1:

{

int x;

printf("enter element to be pushed");

scanf("%d",&x);

push(&top,x);

break;

}

case 2:

{

pop(&top);

break;

}

case 3:

{

display(&top);

break;

}

}

char c;

printf("do you want to continue(y/n)(enter n to end):");

scanf(" %c",&c);

if (c=='n'||c=='N')

a=c;

}

}