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#include <stdio.h>
#define MAX_SIZE 100

int stack[MAX_SIZE];
int top = -1;

void push(int value) {
    if (top == MAX_SIZE - 1) {
        printf("Stack Overflow\n");
        return;
    }
    stack[++top] = value;
}

void pop() {
    if (top == -1) {
        printf("Stack Underflow\n");
        return;
    }
    top--;
}

int peek() {
    if (top == -1) {
        printf("Stack is empty\n");
        return -1;
    }
    return stack[top];
}

int main() {
    push(10);
    push(20);
    push(30);

    printf("Top element: %d\n", peek());

    pop();
```

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printf("Top element after POP: %d\n", peek());
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return 0;
```

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}
```