```
do
{
    printf(" Enter choice").
    switch (ch)
    {
        case 1:  push
        case 2:  pop
        case 3:  display
    }

    void push()
    {
        if (top == size-1)
            overflow.
        }
        else.
        {
            enter value
        }
    pop()
    {
        if(top = = -1)
            underflow
        }
        else   { item will be popped
            }
```

index = 0

3
2
1
0
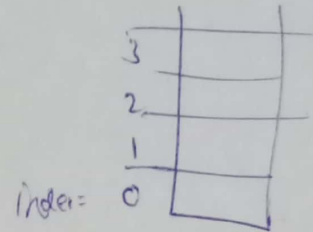
③.

display.
{
  if(TOP == -1)
  {
    under flow.
  }
  else.
  {
    It will display.
  }
}.