```
#include<stdio.h>
#include<conio.h>
#define SIZE 5
int stack[5];
int TOP=-1;
void main()
{
  int ch;
  do
  {
    printf("\n 1. PUSH \n2. POP \n3. DISPLAY \n4. E
    printf("\n Enter your choice:\n");
    scanf("%d", &ch);
    switch(ch)
    {
      case 1: push();
              break;
      case 2: pop();
              break;
      case 3: display();
              break;
    }
    getch();
  } while(ch!=4);
}
void push()
{
  if(top== SIZE-1)
  {
    printf("\n OVERFLOW \n");
```

```
else
{
Printf("\nENTER A VALUE YOU WANT TO
        PUSH\n");
Scanf("%d",&item);          top = TOP + 1;
Stack[TOP]= item;
}
}
void POP()
{   int item;
if(TOP==-1)
{
Printf("\n UNDERFLOW\n");
}
else
{   item = stack[TOP];   top = top-1;
Printf("\n %d ITEM DELETED FROM STACK");
```

```
void display()
{
int i;
if(top==-1)
{
printf("\n UNDERflow\n");
}
else
{
printf("\n STACK ELEMENTS ARE:\n");
for( i=top; i<=0; i--)
}
printf("\n %d",stack[TOP]);
}
}
}
```