

```
#include <stdio.h>
```

```
int push(int a[],int top)
```

```
{
    if(top+1 == 5)
    {
        printf("Array is Full\n");
    }
    else
    {
        printf("Enter the value to be pushed");
        scanf("%d",&a[++top]);
    }
    return top;
}
```

```
int pop(int a[],int top)
```

```
{
    if(top == -1)
    {
        printf("Array is Empty\n");
    }
    else
    {
        printf("\nPop %d\n",a[top--]);
    }
    return top;
}
```

```
void peep(int a[],int top)
```

```
{
    if(top == -1)
    {
        printf("Array is Empty\n");
    }
    else
    {
        printf("\nPeep %d\n",a[top]);
    }
}
```

```

    }
}
int menu()
{
    int ch;
    printf("Push -1\nPop - 2\nPeep - 3\nExit-4\nUser Choice");
    scanf("%d",&ch);
    return ch;
}

int main()
{
    int a[5];
    int top = -1;
    int ch;
    for(ch=menu();ch != 4;ch = menu())
    {
        switch(ch)
        {
            case 1:    //push
                top = push(a,top);
                break;
            case 2:    //pop
                top = pop(a,top);
                break;
            case 3:    //peep or peek
                peep(a,top);
                break;
            case 4:
                break;
            default:
                printf("Wrong Choice");
                break;
        }
    }
    return 0;
}

```