```
#include <stdio.h>
#include <stdlib.h>
#define Stack_Size 5
int top = -1;
int s[10];
int item;


void push(){

if(top==Stack_Size-1){
    printf("Stack OverFlow\n");
    return;
}else{
    printf("Enter The item to be inserted\n");
            scanf("%d",&item);
top++;
s[top]=item;
}
}


 int pop()
 {
     if(top==-1)
     {
         printf("Stack is Empty\n");
         return 0;
     }
     else
     {   printf("Element removed is : %d\n",s[top--]);
         return 1;
     }
 }


void display(){
    int i;
    if(top==-1){
        printf("Stack is Empty\n");
        return;
    }
    printf("The Stack Items are:\n");

    for(i=top;i>=0;i--){
        printf("%d\n",s[i]);
    }

}
```

```
void main()
{
    int item_deleted;
    int choice;

    for(;;){
        printf("\nEnter the corresponding number for the required
operation\n1.PUSH\n2.POP\n3.DISPLAY\n4.EXIT\n");
        printf("Enter your choice for the operation\n");
        scanf("%d",&choice);

        switch(choice){

            case 1:push();
            break;

            case 2:pop();
            break;

            case 3:display();
            break;

            default: exit(0);
        }
    }

}
```

```
Enter the corresponding number for the required operation
1.PUSH
2.POP
3.DISPLAY
4.EXIT
Enter your choice for the operation
1
Enter The item to be inserted
54

Enter the corresponding number for the required operation
1.PUSH
2.POP
3.DISPLAY
4.EXIT
Enter your choice for the operation
1
Enter The item to be inserted
84

Enter the corresponding number for the required operation
1.PUSH
2.POP
3.DISPLAY
4.EXIT
Enter your choice for the operation
3
The Stack Items are:
84
54

Enter the corresponding number for the required operation
1.PUSH
2.POP
3.DISPLAY
4.EXIT
Enter your choice for the operation
2
Element removed is : 84

Enter the corresponding number for the required operation
1.PUSH
2.POP
3.DISPLAY
4.EXIT
Enter your choice for the operation
2
Element removed is : 54

Enter the corresponding number for the required operation
1.PUSH
2.POP
3.DISPLAY
4.EXIT
Enter your choice for the operation
2
Stack is Empty

Enter the corresponding number for the required operation
1.PUSH
2.POP
3.DISPLAY
4.EXIT
Enter your choice for the operation
```