#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=top+1;

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);

}

}

}





