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1
2  #include<iostream>
3  #define MAX 100
4  using namespace std;
5  class Stack
6  {
7  private:
8      int a[MAX], len=0;
9  public:
10     void push(int val)
11     {
12         if(len>=MAX)
13         {
14             cout<< "Stack overflow ...!"<<endl;
15             return;
16         }
17         a[len++]=val;
18     }
19     void display()
20     {
21
22         if(len==0)
23         {
24             cout<< "Stack is empty..."<<endl;
25             return;
26         }
27         int i;
28         cout<<"Data in Stack \n\n";
29         for(i=0; i<len; i++)
30             cout<<a[i]<<" ";
31         cout<<"\n\n";
32     }
33     void pop()
34     {
35         if(len==0)
36         {
37             cout<< "Stack underflow....!"<<endl;
38             return ;
39         }
40         cout<< "Popped element : "<<a[len-1]<<endl;
41         a[len-1]=0;
42         len--;
43     }
44     void peek()
45     {
46         cout<< "Top element in stack : "<<a[len-1]<<endl;
47     }
48 };
49
50 int main()
51 {
52     Stack a;
53     a.push(5);
54     a.push(6);
55     a.push(7);
56     a.push(8);
57     a.display();
58     a.pop();
59     a.pop();
60     a.peek();
61     a.display();
62     return 0;
63 }
64

```