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#include <iostream>
using namespace std;
struct Node {
    int data;
    struct Node *next;
};
struct Node* top = NULL;
void push(int val) {
    struct Node* newnode = (struct Node*) malloc(sizeof(struct Node));
    newnode->data = val;
    newnode->next = top;
    top = newnode;
}
void pop() {
    if(top==NULL)
        cout<<"Stack Underflow"<<endl;
    else {
        cout<<"The popped element is "<< top->data <<endl;
        top = top->next;
    }
}
void display() {
    struct Node* ptr;
    if(top==NULL)
        cout<<"stack is empty";
    else {
        ptr = top;
        cout<<"Stack elements are: ";
        while (ptr != NULL) {
            cout<< ptr->data <<" ";
            ptr = ptr->next;
        }
        cout<<endl;
    }
}
int main() {
    int ch, val;
```

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cout<<"1) Push in stack"<<endl;
cout<<"2) Pop from stack"<<endl;
cout<<"3) Display stack"<<endl;
cout<<"4) Exit"<<endl;
do {
    cout<<"Enter choice: "<<endl;
    cin>>ch;
    switch(ch) {
        case 1: {
            cout<<"Enter value to be pushed:"<<endl;
            cin>>val;
            push(val);
            break;
        }
        case 2: {
            pop();
            break;
        }
        case 3: {
            display();
            break;
        }
        case 4: {
            cout<<"Exit"<<endl;
            break;
        }
        default: {
            cout<<"Invalid Choice"<<endl;
        }
    }
}while(ch!=4);
return 0;
}
```