```c
#include<stdio.h>
#define size 10
void push();
void pop();
void display();
int isFull();
int isEmpty();
struct node
{
    int data;
    struct node *next;
};struct node *top=NULL;
int main()
{
int ch;
 while(1)
 {
 printf("\n1.Push");
 printf("\n2.Pop");
 printf("\n3.Display");
 printf("\n4.Exit");
 printf("\nEnter your choice");
 scanf("%d",&ch);
 switch(ch)
 {
 case 1: push();
 break;
 case 2: pop();break;
 case 3: display();break;
 case 4: return 0;
 default : printf("\nIllegal option");
 }
 }
 return 0;
}
 void push()
 {
  struct node *newnode=(struct node*)
malloc(sizeof(struct node));
    if (newnode==NULL)
    {
        printf("\nOverflow");
        return;
    }
printf("\nEnter element to be pushed");
scanf("%d",&newnode->data);
if(top==NULL)
{
    top=newnode;
    newnode->next=NULL;
}
else
    {
        newnode->next=top;
top=newnode;
}
 }
 void pop()
 {
    struct node *temp;
if(top==NULL)
{
```

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  printf("\nUnderflow");
  return;
}
printf("\nDeleted element is %d",top->
data);
temp=top;
top=top->next;
free(temp);
}
void display()
{
    struct node *temp;
    if(top==NULL)
    {
        printf("\nStack is empty");
        return;
    }
    temp=top;
    while(temp!=NULL)
    {
        printf("%d->",temp->data);
        temp=temp->next;
    }
    printf("NULL");
}
```