

```
#include <stdio.h>
#define MAX 5

int stack[MAX], top = -1;

void push(int val) {
    if (top == MAX - 1)
        printf("Overflow\n");
    else
        stack[++top] = val;
}

void pop() {
    if (top == -1)
        printf("Underflow\n");
    else
        printf("Popped: %d\n", stack[top--]);
}

void peek() {
    if (top == -1)
        printf("Stack Empty\n");
    else
        printf("Top: %d\n", stack[top]);
}

int main() {
    push(10);
```

```
push(20);
```

```
push(30);
```

```
peek();
```

```
pop();
```

```
peek();
```

```
return 0;
```

```
}
```

Top: 30

Popped: 30

Top: 20

=== Code Execution Successful ===