```
#include <stdio.h>
int stack[10];
int top=-1;
int c,n, top, x, i;
void push()
{
 if (top >= n-1)
 {
 printf (" STACK OVERFLOW");
 }
 else
 {
 printf("Value to be pushed");
 scanf("%d", &x);
 top++;
 stack[top] = x;
 }
}

void pop()
{
 if (top <= -1)
 {
 printf (" STACK UNDERFLOW");
 }
 else
 {
 printf (" The popped element is %d", stack[top]);
 top--;
 }
}
void display()
{
 if (top >= 0)
 {
 printf (" Element in stack\n");
 for (i= top ; i >= 0; i --)
 printf ("%d\n", stack[i]);
 }
```

```
else
{
  printf("Empty Stack");
}
}

int main()
{
  top = -1;
  printf( SIZE:);
  scanf("%d", &n);
  do
  {1.push 2.POP 3. Display
   printf("Enter choice");
    scanf("%d", &choice);
    switch(choice)
   {
    case 1:
    {
     push();
     break;
    }
   case 2:
   {
    pop();
     break;
   }
   case 3:
   {
    display();
     break;
   }
   default;
    {  print(Invalid choice);

   }
  }
  return;
```