

```
#include<stdio.h>

#include<process.h>

#include<stdlib.h>

#define MAX 5

int top=-1,stack[MAX];

void push();

void pop();

void display();

void main()

{

int ch;

while(1)

{

printf("\n*** Stack Menu ***");

printf("\n\n1.Push\n2.Pop\n3.Display\n4.Exit");

printf("\n\nEnter your choice(1-4):");

scanf("%d",&ch);

switch(ch)

{

case 1: push();

break;

case 2: pop();

break;

case 3: display();

break;

case 4: exit(0);

default: printf("\nWrong Choice!!");

}

}

}

void push()
```

```
{
int val;
if(top==MAX-1)
{
printf("\nStack is full!!");
}
else
{
printf("\nEnter element to push:");
scanf("%d",&val);
top=top+1;
stack[top]=val;
}
}
void pop()
{
if(top== -1)
{
printf("\nStack is empty!!");
}
else
{
printf("\nDeleted element is %d",stack[top]);
top=top-1;
}
}
void display()
{
int i;
if(top== -1)
{
```

```
printf("\nStack is empty!!");  
}  
else  
{  
printf("\nStack is...\n");  
for(i=top;i>=0;--i)  
printf("%d\n",stack[i]);  
}
```

```
*** Stack Menu ***  
1.Push  
2.Pop  
3.Display  
4.Exit
```

```
Enter your choice(1-4):1
```

```
Enter element to push:11
```

```
*** Stack Menu ***  
1.Push  
2.Pop  
3.Display  
4.Exit
```

```
Enter your choice(1-4):1
```

```
Enter element to push:22
```

```
*** Stack Menu ***  
1.Push  
2.Pop  
3.Display  
4.Exit
```

```
Enter your choice(1-4):3
```

```
Stack is...  
22  
11
```

```
*** Stack Menu ***  
1.Push  
2.Pop  
3.Display  
4.Exit
```

```
Enter your choice(1-4):
```

```
}
```