Stacks

#include<iostream>  
  
#define SIZE 5  
  
using namespace std;  
  
class STACK  
{  
   private:  
       int num[SIZE];  
       int top;  
   public:  
       STACK();    //defualt constructor  
       int push(int);  
       int pop();  
       int isEmpty();  
       int isFull();  
       void displayItems();  
};  
STACK::STACK(){  
   top=-1;  
}  
  
int STACK::isEmpty(){  
   if(top==-1)  
       return 1;  
   else  
       return 0;     
}  
  
int STACK::isFull(){  
   if(top==(SIZE-1))  
       return 1;  
   else  
       return 0;  
}  
  
int STACK::push(int n){  
   //check stack is full or not  
   if(isFull()){  
       return 0;  
   }  
   ++top;  
   num[top]=n;  
   return n;  
}  
  
int STACK::pop(){  
   //to store and print which number  
   //is deleted  
   int temp;  
   //check for empty  
   if(isEmpty())  
       return 0;  
   temp=num[top];  
   --top;  
   return temp;  
      
}  
  
void STACK::displayItems(){  
   int i; //for loop  
   cout<<"STACK is: ";  
   for(i=(top); i>=0; i--)  
       cout<<num[i]<<" ";  
   cout<<endl;  
}  
  
int main(){  
   //declare object  
   STACK stk;  
   int choice, n,temp;  
    