Push

→ we have to input stack then elenet

```
if top==size-1
  print overflow
else top++
  stack[top]=elenet
Exit
```

Pop

→

```
input stack
if top==-1
  print underflow
else elenet= stack(top)
return elent
stop
```

Display

```
input stack[]
for(i=top; i>=0; i--)
  print stack[i]
stop
```

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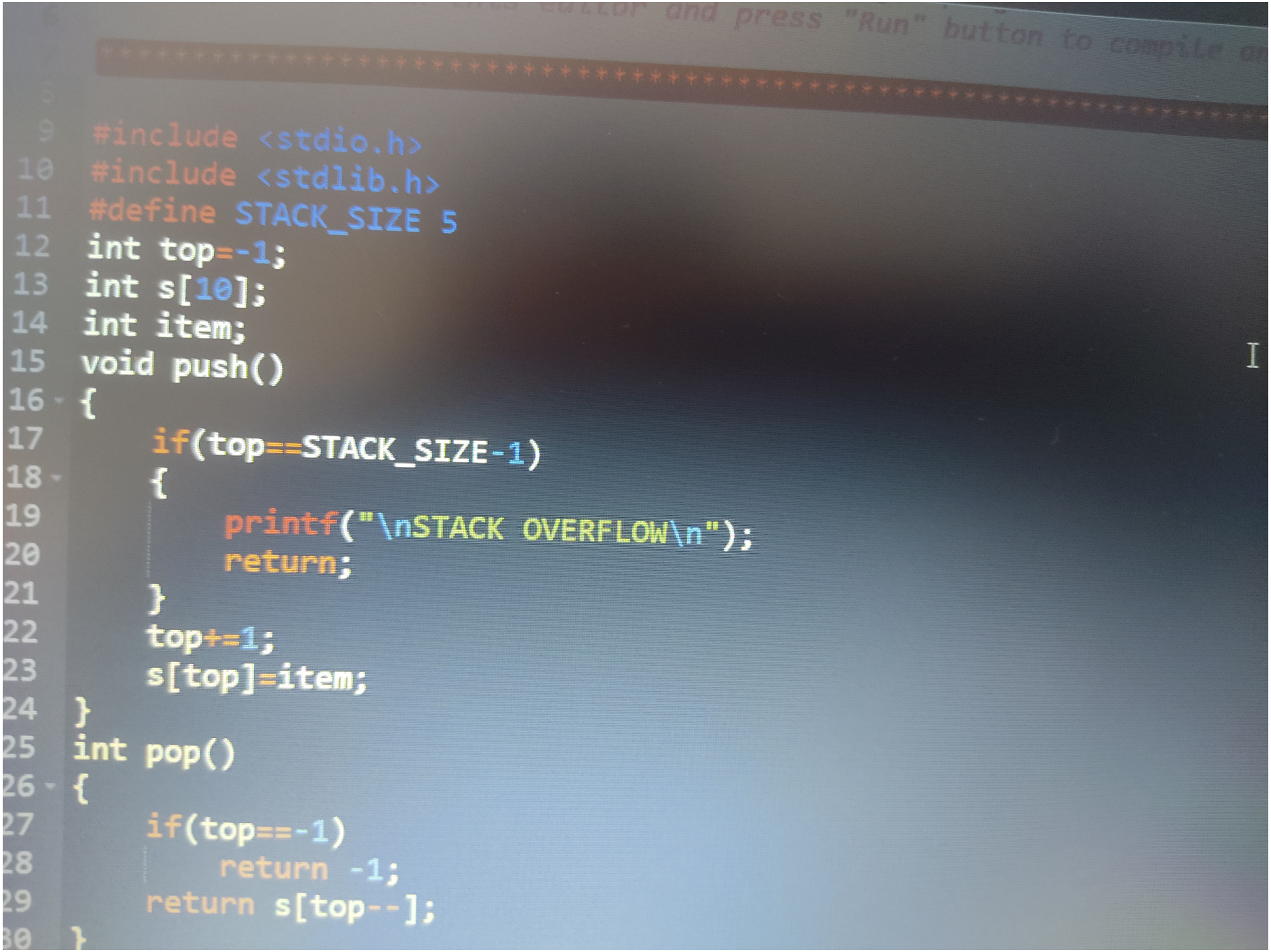
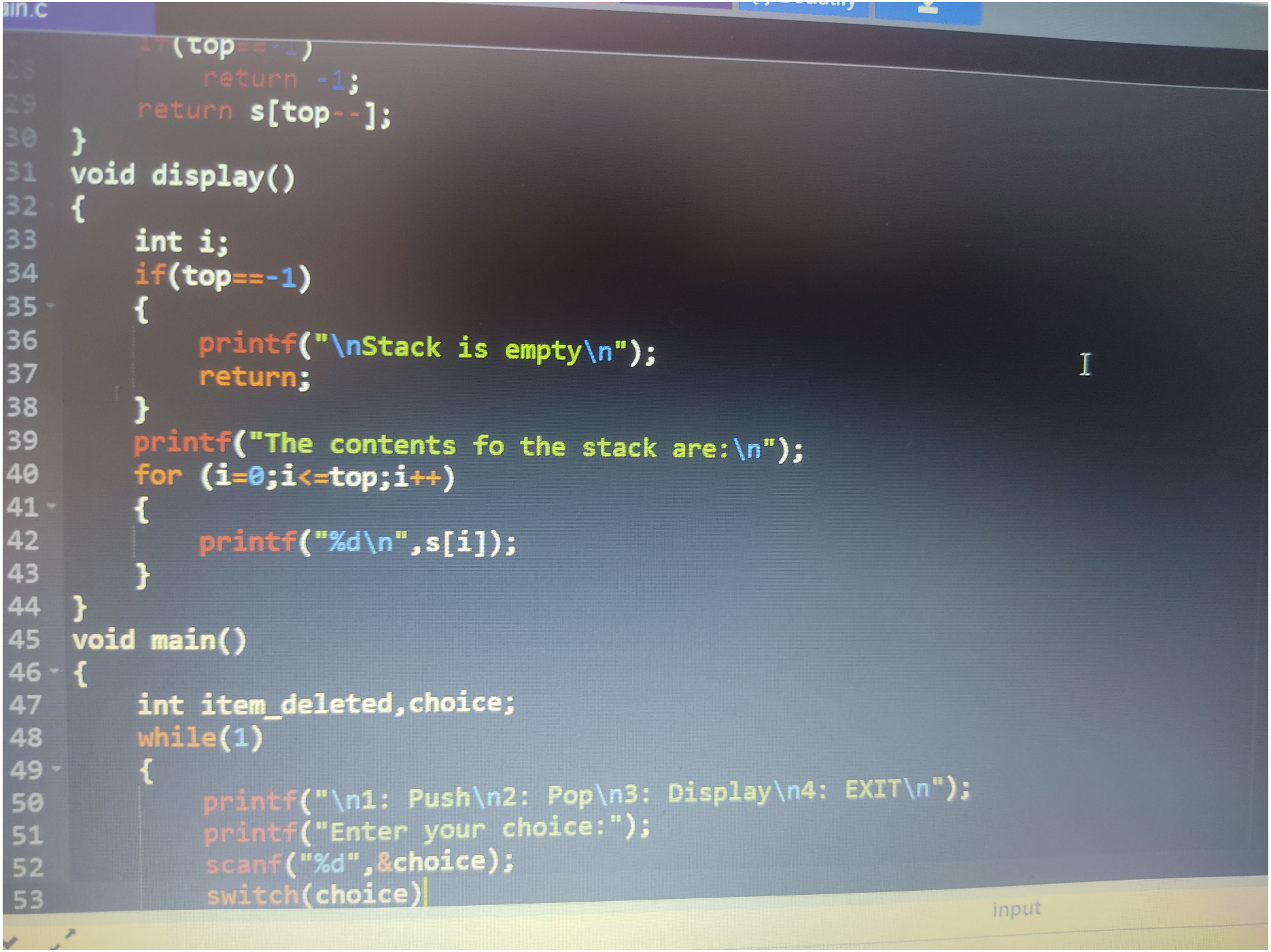
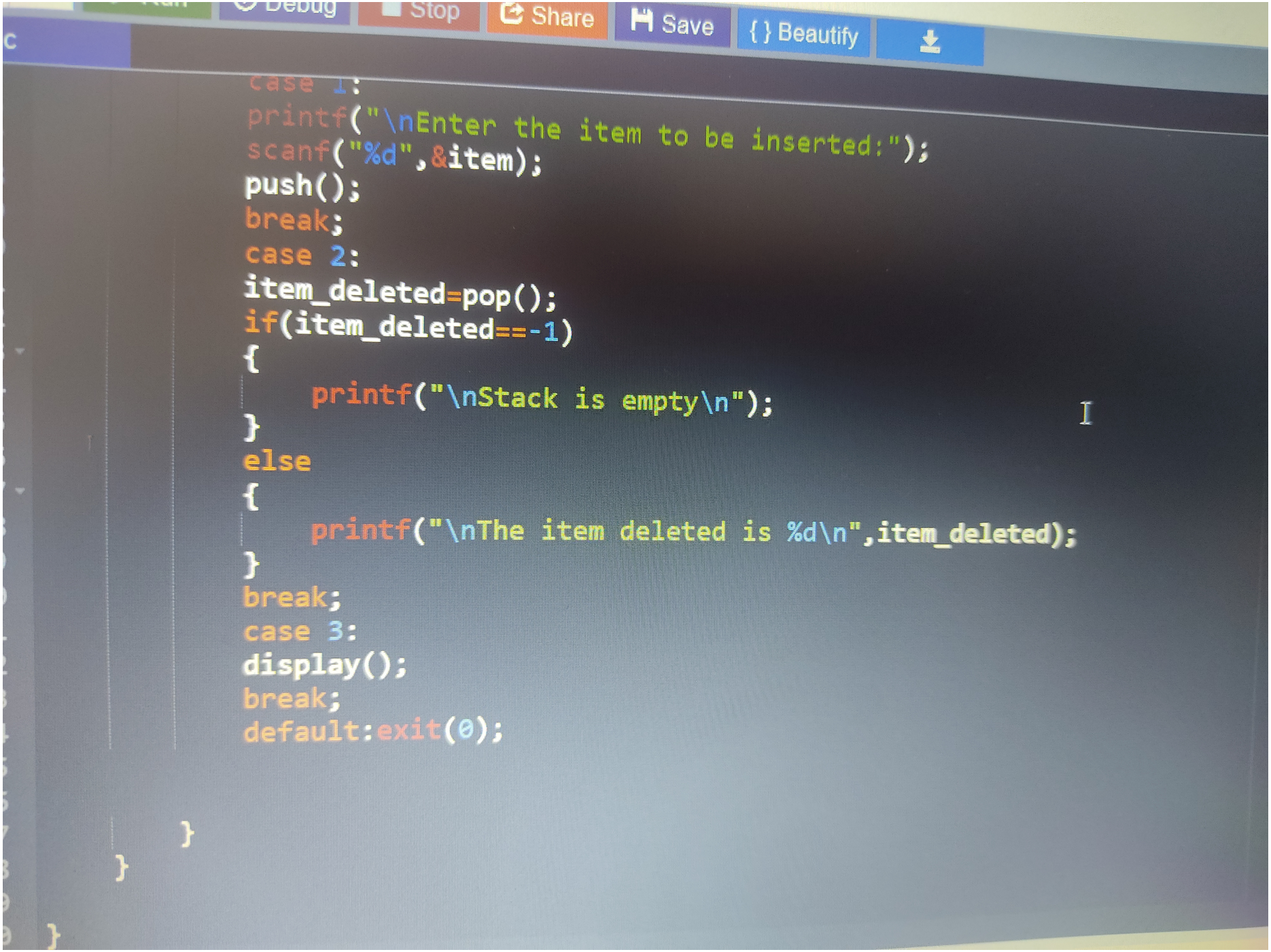


```c
#include <stdio.h>
#include <stdlib.h>
#define STACK_SIZE 5
int top=-1;
int s[10];
int item;
void push()
{
    if(top==STACK_SIZE-1)
    {
        printf("\nSTACK OVERFLOW\n");
        return;
    }
    top+=1;
    s[top]=item;
}
int pop()
{
    if(top==-1)
        return -1;
    return s[top--];
}
```


ain.c
if(top==-1)
return -1;
return s[top--];
}
void display()
{
int i;
if(top==-1)
{
printf("\nStack is empty\n");
return;
}
printf("The contents fo the stack are:\n");
for (i=0;i<=top;i++)
{
printf("%d\n",s[i]);
}
}
void main()
{
int item_deleted,choice;
while(1)
{
printf("\n1: Push\n2: Pop\n3: Display\n4: EXIT\n");
printf("Enter your choice:");
scanf("%d",&choice);
switch(choice)
input


Debug
Stop
Share
Save
{ } Beautify
c
case 1:
printf("\nEnter the item to be inserted:");
scanf("%d",&item);
push();
break;
case 2:
item_deleted=pop();
if(item_deleted==-1)
{
printf("\nStack is empty\n");
}
else
{
printf("\nThe item deleted is %d\n",item_deleted);
}
break;
case 3:
display();
break;
default:exit(0);
}
}
}