```
#include <stdio.h>
#def
int top = -1;  stack
void push (int [], int size)
  {
    if (top == size-1)
      {
        printf ("Stack overflow");
      }
    else
      {
        top++;
        stack [top] = de;
      }
  }
int pop (int stack[])
  {
    int popele;
    if (top == -1)
      return -1;
    else
      {
        popele = stack [top];
        top--;
        return (popele);
      }
  }
void display (int stack [])
  {
    int i;
    printf ("The stack elements \n"),
    for (i top; i >= 0; i--)
```

```
    {
        printf("%d\t", stack[i]);
    }
}
int main(int argc, char *argv)
{
    int size, int [size];
    int choice, element;
    char ch;
    do
    { printf("Enter size of array\n");
      scanf("%d", &size);
     printf("Enter your choice\n 1. Push \n
    2. Pop\n 3. Display \n");
     scanf("%d", &choice);
     switch (choice)
      {
        case 1:
        printf("Enter the element to be pushed\n");
        scanf("%d", &element);
        push (stack, element);
        break;
        case 2:
        element = pop(stack);
        if(element == -1)
            printf("Stack Underflow");
        else
            printf("Poped element is %d\n",
            element);
        break;
       case 3:
        display(stack);
        break;
```

```
    default:
        printf("Invalid choice");
    }
    printf("Do you want to continue:\n");
    fflush(stdin);
    scanf("%c",&ch);
    }
    while (ch=='y'||ch=='Y');
    return 0;
}
```