```c
/*This program demonstrate the linked implementation of stacks*/
#include <process.h>
#include <stdio.h>
#include <stdlib.h>
#include <conio.h>

struct stack
{
    int no;
    struct stack *next;
} *top = NULL;

typedef struct stack st;
void push();
int pop();
void display();
int main()
{
    char ch;
    int choice, item;
    int flag = 1;
    do
    {
        printf("\n\n Enter your choice");
        printf(" \n\n\t 1: Push the elements");
        printf(" \n\n\t 2: Pop the elements");
        printf(" \n\n\t 3: To display the element");
        printf(" \n\n\t 4: Exit");
        printf("\n\n\n Enter of your choice:\t");
        scanf("%d",&choice);
        //clrscr();
        switch(choice)
        {
        case 1:
            push();
            break;
        case 2:
            item = pop();
            if(item != -1)
            printf("poped item is %d", item);
            break;
        case 3:
//          clrscr();
            display();
            break;
        case 4:
            flag=0;
            break;
        default:
        printf("\n Invalid Choice");
        }
    }while(flag);
    getch();
}


void push()
{
    st *p;
    p = (st *) malloc (sizeof(st));
    printf("\n Enter the number");
    scanf("%d", &p->no);
    p->next = top;
    top = p;
}

```

```c
int pop()
{
    st *p;
    p = top;
    if(top == NULL){
    printf("stack is already empty");
    return -1;
    }
    else
    {
        top = top -> next;
        return (p -> no);
        free(p);
    }
}

void display()
{
    st *p;
    p = top;
    while (p != NULL)
    {
    printf("\nno = %d", p -> no);
    p = p -> next;

    }
    if(top == NULL)
    printf("Stack is empty");
}
```