SOURCE CODE

```
#include<iostream>
using namespace std;
class stack{
    int *a;
    int top;
    int cap;
public:
    stack(int val){
        cap=val;
        top=-1;
        a=new int[val];
    }
    int isEmpty(){
        if(top==-1){
            return 1;
        }
        return 0;
    }
    int isFull(){
        if(top==cap-1){
            return 1;
        }
        return 0;
    }
    void push(int item){
        if(isFull()){
            cout<<"Stack overflow"<<endl;
            return;
        }
        a[++top]=item;
    }
    int pop(){
        if(isEmpty()){
            cout<<"Stack underflow"<<endl;
            return -1;
        }
        return a[top--];
    }
};
int main(){
    stack ob(4);
    ob.push(1);
    ob.push(2);
    ob.push(3);
    ob.push(4);
    ob.push(5);
    cout<<ob.pop()<<endl;
    cout<<ob.pop()<<endl;
```

```
    cout<<ob.pop()<<endl;
    cout<<ob.pop()<<endl;
    cout<<ob.pop()<<endl;
    return 0;
}
```

OUTPUT