```c
#include<stdio.h>
#include<stdlib.h>

struct stack
{
    int top;
    int capacity;
    int *array;
};



struct stack *createStack()
{
    struct stack *S=malloc(sizeof( struct stack));
    S->top=-1;
    S->capacity=1;
    S->array=malloc(S->capacity*sizeof(int));

    return S;
}

int isEmpty(struct stack *S)
{
    if(S->top==-1)
        return 1;
    else
        return 0;
}

int isFull(struct stack *S)
{
    if(S->top==S->capacity-1)
        return 1;
    else
        return 0;
}

void push(struct stack *S,int k)
{
    if(isFull(S))

        printf("OverFlow");

    else



        S->array[++S->top]=k;


}

void pop(struct stack *S)
{
    int data;
    if(isEmpty(S))
        printf("UnderFlow");
    else
    {
        data=S->array[S->top--];
    }
}

void main()
{
```

```

struct stack *S=createStack();
push(S,3);
push(S,3);
pop(S);
printf("%d",isEmpty(S));
}
```