```c
#include <stdio.h>
int a[5];
int top = -1;

void push()
{
    if(top+1 == 5)
    {
        printf("Array is Full");
    }
    else
    {
        printf("Enter the value to be pushed");
        scanf("%d",&a[++top]);
    }
}

void pop()
{
    if(top == -1)
    {
        printf("Array is Empty");
    }
    else
    {
        printf("\nPop %d",a[top--]);
    }
}
void peep()
{
    if(top == -1)
    {
        printf("Array is Empty");
    }
    else
    {
        printf("\nPeep %d",a[top]);
    }
```

```c
        }
}
int menu()
{
    int ch;
    printf("Push -1\nPop - 2\nPeep - 3\nExit-4\nUser Choice");
    scanf("%d",&ch);
    return ch;
}

int main()
{
    int ch;
    for(ch=menu();ch != 4;ch = menu())
    {
        switch(ch)
        {
            case 1:    //push
                push();
                break;
            case 2:    //pop
                pop();
                break;
            case 3:    //peep or peek
                peep();
                break;
            case 4:
                break;
            default:
                printf("Wrong Choice");
                break;
        }
    }
    return 0;
}
```