```
#include <stdio.h>
#include <stdlib.h>
void push();
void pop();
void display();
struct node
{
int val;
struct node *next;
};
struct node *head;

void main ()
{
   int choice=0;
   printf("\n*********Stack operations using linked list*********\n");
   printf("\n----------------------------------------\n");
   while(choice != 4)
   {
      printf("\n\nChose one from the below options...\n");
      printf("\n1.Push\n2.Pop\n3.Show\n4.Exit");
      printf("\n Enter your choice \n");
      scanf("%d",&choice);
      switch(choice)
      {
         case 1:
         {
            push();
            break;
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        }
        case 2:
        {
           pop();
           break;
        }
        case 3:
        {
           display();
           break;
        }
        case 4:
        {
           printf("Exiting....");
           break;
        }
        default:
        {
           printf("Please Enter valid choice ");
        }
    };
}
}
void push ()
{
    int val;
    struct node *ptr = (struct node*)malloc(sizeof(struct node));
    if(ptr == NULL)
    {
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        printf("not able to push the element");
    }
    else
    {
        printf("Enter the value");
        scanf("%d",&val);
        if(head==NULL)
        {
            ptr->val = val;
            ptr -> next = NULL;
            head=ptr;
        }
        else
        {
            ptr->val = val;
            ptr->next = head;
            head=ptr;

        }
        printf("Item pushed");

    }
}

void pop()
{
    int item;
    struct node *ptr;
    if (head == NULL)
```

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    {
        printf("Underflow");
    }
    else
    {
        item = head->val;
        ptr = head;
        head = head->next;
        free(ptr);
        printf("Item popped %d", item);

    }
}
void display()
{
    int i;
    struct node *ptr;
    ptr=head;
    if(ptr == NULL)
    {
        printf("Stack is empty\n");
    }
    else
    {
        printf("Printing Stack elements \n");
        while(ptr!=NULL)
        {
            printf("%d\n",ptr->val);
            ptr = ptr->next;
```

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    }
  }
}
```