#include <stdio.h>

#include <stdlib.h>

#define SIZE 4

int top = -1, stack[SIZE];

void push();

void pop();

void show();

int main()

{

int choice;

while (1)

{

printf("\nPerform operations on the stack:");

printf("\n1.Push the element\n2.Pop the element\n3.Show\n4.End");

printf("\n\nEnter the choice: ");

scanf("%d", &choice);

switch (choice)

{

case 1:

push();

break;

case 2:

pop();

break;

case 3:

show();

break;

case 4:

exit(0);

default:

printf("\nInvalid choice!!");

}

}

}

void push()

{

int x;

if (top == SIZE - 1)

{

printf("\nOverflow!!");

}

else

{

printf("\nEnter the element to be added onto the stack: ");

scanf("%d", &x);

top = top + 1;

stack[top] = x;

}

}

void pop()

{

if (top == -1)

{

printf("\nUnderflow!!");

}

else

{

printf("\nPopped element: %d", stack[top]);

top = top - 1;

}

}

void show()

{

if (top == -1)

{

printf("\nUnderflow!!");

}

else

{

printf("\nElements present in the stack: \n");

for (int i = top; i >= 0; i--)

printf("%d\n", stack[i]);

}

}