```
#include<iostream>
class Node{
public:
int data;
Node *next;
};
Node *head=NULL,*tail=NULL;
void push(int newData){
Node *newNode = new Node;
newNode->data = newData;
newNode->next = head;
if(head==NULL){
head = tail = newNode;
} else {
newNode->next = head;
head = newNode;
}
}
int pop(){
int tempVal;
Node *temp;
if(head == NULL){
head = tail = NULL;
std::cout << "Stack Underflow." << std::endl;
return -1;
} else {
temp = head;
tempVal = temp->data;
head = head->next;
delete(temp);
return tempVal;
}
}
void Top(){
if(head==NULL){
std::cout << "Stack is Empty." << std::endl;
return;
} else {
std::cout << "Top of Stack: " << head->data << std::endl;
}
```

```
}
void display() {
if (head == NULL) {
std::cout << "Stack is Empty." << std::endl;
return;
} else {
Node* temp = head;
std::cout << "Stack elements: ";
while (temp != NULL) {
std::cout << temp->data << " ";
temp = temp->next;
}
std::cout << std::endl;
}
}
int main(){
push(1);
std::cout<<"After the first PUSH top of stack is :"; Top(); display();
push(5);
std::cout<<"After the second PUSH top of stack is :"; Top(); display();
pop();
std::cout<<"After the first POP operation, top of stack is:"; Top();
display();
pop();
std::cout<<"After the second POP operation, top of stack :"; Top();
display();
pop();
return 0;
}
```