**Program:**

#include<stdio.h>

int i=0,top;

struct node

{

    int data;

    struct node\*next;

};top=NULL;

void push();

void pop();

void display();

void main()

{

int ch;

while(1) //infinite loop, will end when choice will be 4

{

printf("\n\*\*\* Stack Menu \*\*\*");

printf("\n\n1.Push 2.pop 3.Display 4.Exit");

printf("\n\nEnter your choice(1-4):");

scanf("%d",&ch);

switch(ch)

{

case 1: push();

break;

case 2:pop();

break;

case 3: display();

break;

case 4: exit(0);

default: printf("\nWrong Choice!!");

}

}

}

void push()

{

   int data;

   struct node\*newnode;

   newnode=(struct node\*)malloc(sizeof(struct node));

   printf("enter data");

   scanf("%d",&data);

   newnode->data=data;

   newnode->next=top;

   top=newnode;

}

void pop()

{

if(top==NULL)

printf("stack is empty");

else{

struct node\* temp=top;

printf("deleted element is %d",temp->data);

top=temp->next;

free(temp);

}

}

void display()

{

  struct node\*temp;

  temp=top;

  while(temp->next!=0)

  {

      printf("%d",temp->data);

      temp=temp->next;

  }

printf("%d",temp->data);

}