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#include<stdio.h>
#include<stdlib.h>
struct node{
    int data;
    struct node *next;
};
struct node *top=0, *newnode , *temp;

void push(int x){
    newnode=(struct node *)malloc(sizeof(struct node));
    newnode->data=x;
    newnode->next=top;
    top=newnode;
}

void display(){
    temp=top;
    if(top==NULL){
        printf("Empty");
        return;
    }
    while(temp!=NULL){
        printf("Data is: %d\n",temp->data);
        temp=temp->next;
    }
}

void peek(){
    if(top==NULL){
        printf("Empty");
        return;
    }
    else{
        printf("Top Element is: %d\n",top->data);
    }
}

void pop(){
    temp=top;
    if(top==NULL){
        printf("Empty");
        return;
    }
    else{
        printf("Poped Element is: %d\n",top->data);
        top=top->next;
        free(temp);
    }
}

void main(){
    push(2);
    push(3);
    peek();
    pop();
    display();
}

```