```cpp
/*  Below program is written in C++ language  */


# include<iostream>


using namespace std;


class Stack
{
   int top;
   public:
   int a[10];  //Maximum size of Stack
   Stack()
   {
      top = -1;
   }


   // declaring all the function
   void push(int x);
   int pop();
   void isEmpty();
};


// function to insert data into stack
void Stack::push(int x)
{
   if(top >= 10)
   {
      cout << "Stack Overflow \n";
   }
```

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   else

   {

     a[++top] = x;

     cout << "Element Inserted \n";

   }

}


// function to remove data from the top of the stack

int Stack::pop()

{

   if(top < 0)

   {

     cout << "Stack Underflow \n";

     return 0;

   }

   else

   {

     int d = a[top--];

     return d;

   }

}


// function to check if stack is empty

void Stack::isEmpty()

{

   if(top < 0)

   {

     cout << "Stack is empty \n";

   }
```

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    else
    {
        cout << "Stack is not empty \n";
    }
}
```