Class Breakdown:

- **Node Class**
  - Represents a single element of the stack.
  - Contains:
    - Data: holds the value.
    - next: pointer to the next node.
- **Stack Class**
  - Contains a pointer top that tracks the topmost element.
  - Functions:

Function Explanations:

1. push(int x)

Purpose: Adds a new element at the top of the stack.
Logic:

- Create a new node with the value x.
- Set newNode->next to point to the current top.
- Move top to point to newNode.

This mimics how items are placed on top of a stack.

pop()

Purpose: Removes the topmost element from the stack.
Logic:

- If top is NULL, the stack is empty → print error.
- Otherwise:
  - Save top in a temporary pointer.
  - Move top to top->next.
  - Delete the old top node.

This simulates removing the most recently added item.

Display()

Purpose: Prints all elements from top to bottom.
Logic:

- Traverse from top using next pointers.
- Print each node's Data.

This shows the current stack content visually.