```
#include <stdio.h>
#define size 3
int top=-1;
void push(int [], int);
int pop(int[]);
void display(int []);
int main(int argc, char **argv)
{
        int stack[size];
    int choice, element;
    char ch;
    do
    {
    printf("\nEnter your choice\n");
    printf("1. Push\n");
    printf("2. Pop\n");
    printf("3. Display\n");
    scanf("%d",&choice);
    switch(choice)
    {
        case 1: printf("Enter the element to be pushed \n");
                scanf("%d",&element);
                push(stack, element);
                break;
        case 2: element=pop(stack);
                if(element==-1)
                   printf("Stack Underflow");
                else
                  printf("Poped element is %d \n",element);
                break;
        case 3: display(stack);
                break;
        default: printf("Invalid choice");
    }

    } while(choice<=3);
        return 0;
}

void push(int stack[], int ele)
```

```
{
    if (top==size-1)
    {
        printf("Stack overflow");
    }
    else
    {
        top++;
        stack[top]=ele;
    }
}

int pop(int stack[])
{
    int popele;
    if(top==-1)
    {
        return -1;
    }

    else
    {
        popele=stack[top];
        top--;
        return (popele);
    }


}

void display(int stack[])
{
    if(top==-1)
    {
        printf("Stack underflow");
    }
    int i;
    printf("The stack elemements\n");
    for(i=top; i>=0;i--)
    {
```

```
        printf("%d\t",stack[i]);
    }
}
```