

```
#define MAX_SIZE 10
```

```
int s, top = -1;
```

```
void push(int a) {  
    if (top == MAX_SIZE - 1)  
        stack is full;  
    else  
        top s[top] = a;  
        top++;  
}
```

```
void pop() {  
    if (top == -1)  
        stack is empty empty;  
    else  
        top--;  
}
```

```
void display() {  
    if (top == -1)  
        stack is empty;  
    else  
        for (int i = 0 top; i >= 0; i--)  
            printf("%d", s[top] s[i]);  
}
```