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//12.stack notations
#include<stdio.h>
#include<stdlib.h>
#define Size 4
int Top=-1, inp_array[Size];
void Push();
void Pop();
void show();
int main()
{
        int choice; while(1)
        {
                printf("\nOperations performed by Stack");
                printf("\n1.Push the element\n2.Pop the element\n3.Show\n4.End");
                printf("\n\nEnter the choice:");
                scanf("%d",&choice);
  switch(choice)
                {
                        case 1: Push();
                                        break;
                        case 2: Pop();
                                        break;
                        case 3: show();
                                        break;
                        case 4: exit(0);
    default: printf("\nInvalid choice!!");
                }
        }
}
void Push()
{
```

```
int x;
if(Top==Size-1)
       {
               printf("\nOverflow!!");
        }
        else
       {
               printf("\nEnter element to be inserted to the stack:");
               scanf("%d",&x);
               Top=Top+1;
               inp_array[Top]=x;
       }
}
void Pop()
{
       if(Top==-1)
        {
               printf("\nUnderflow!!");
        }
        else
        {
               printf("\nPopped element: %d",inp_array[Top]);
               Top=Top-1;
       }
}
void show()
{
if(Top==-1)
        {
               printf("\nUnderflow!!");
        }
```

```
else
{
          printf("\nElements present in the stack: \n");
          for(int i=Top;i>=0;--i)
                printf("%d\n",inp_array[i]);
}
```

```
Operations performed by Stack
1.Push the element
2.Pop the element
3.Show
4.End
Enter the choice:1
Enter element to be inserted to the stack:50
Operations performed by Stack
1.Push the element
2.Pop the element
3.Show
4.End
Enter the choice:3
Elements present in the stack:
50
Operations performed by Stack
1.Push the element
2.Pop the element
3.Show
4.End
Enter the choice:4
Process exited after 30.33 seconds with return value 0
Press any key to continue . . .
```