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#include<stdio.h>
#include<stdlib.h>
struct node {

    int data;
    struct node *link;
}*top=NULL,*temp,*p=NULL;
void display(){
    temp=top;
    if(temp==NULL){
        printf("Stack is empty");
    }else{
        while(temp!=NULL){
            printf("%d ",temp->data);
            temp=temp->link;
        }
    }
}

void push(){
    int data;
    p=(struct node*)malloc(sizeof(struct node));
    printf("Enter the data:");
    scanf("%d",&p->data);

    p->link=top;
    if(top==NULL){
        top=p;
        top->link=NULL;
    }
    else{
        p->link=top;
        top=p;
    }
    top=p;

    display();
}

void pop(){
    if(top==NULL){

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        printf("Stack Underflow");

    }
    else{
        printf("Popped element:%d",top->data);
        top=top->link;

    }

}

void main(){
    int ch;
    while(1){
        printf("\n>>>MENU<<<\n");
        printf("1.push\n2.pop\n3.display\n4.exit\n");
        printf("Enter choice:");
        scanf("%d",&ch);
        switch(ch){
            case 1:
                push();
                break;
            case 2:
                pop();
                break;
            case 3:
                display();
                break;
            case 4:
                exit(0);
            default:
                printf("Invalid choice");

        }
    }
}

```