```python
from exceptions import Empty

class LinkedStack:
    class _Node:
        __slots__ = '_element', '_next'

        def __init__(self, element, next):
            self._element = element
            self._next = next

    def __init__(self):
        self._head = None
        self._size = 0

    def __len__(self):
        return self._size
    def is_empty(self):
        return self._size == 0

    def push(self, e):
        self._head = self._Node(e,self._head)
        self._size = self._size + 1

    def pop(self):
        if self.is_empty():
            raise Empty('Stack is Empty')
        value = self._head._element
        self._head = self._head._next
        self._size = self._size - 1
        return value

    def top(self):
        if self.is_empty():
            raise Empty('Stack is Empty')
        return self._head._element

    def display(self):
        temp = self._head
        while temp :
            print(temp._element, end='-->')
            temp = temp._next
        print()


ls = LinkedStack()
ls.push(10)
ls.push(20)
ls.push(30)
ls.push(40)
ls.display()
print('Popped: ', ls.pop())
ls.display()
ls.push(70)
ls.display()
print('Top Element: ', ls.top())
print('Popped: ',ls.pop())
ls.display()

```