```
#include <stdio.h>
#include <conio.h>
#include <stdlib.h>

#define SIZE 10

void push(int);
void pop();
void display();

int stack[SIZE], top = -1;

void main()
{
   int value, choice;
   clrscr();

   while (1) {
      printf("\n\n****MENU****\n");
      printf("1. Push\n2. Pop\n3. Display\n4. Exit\n");
      printf("Enter your Choice: ");   // fixed: removed extra '\'
      scanf("%d", &choice);

      switch (choice) {
         case 1:
            printf("Enter the value to be inserted: ");
            scanf("%d", &value);     // fixed: was &choice, should be &value
            push(value);
            break;

         case 2:
            pop();
            break;

         case 3:
            display();
            break;

         case 4:
            exit(0);

         default:
            printf("\nWrong Selection!!! Try again!!!");
      }
```

```
    }
}

void push(int value) {
    if (top == SIZE - 1) {
        printf("\nStack Overflow! Cannot push %d\n", value);
    } else {
        top++;
        stack[top] = value;
        printf("\n%d pushed to stack.\n", value);
    }
}

void pop() {
    if (top == -1) {
        printf("\nStack Underflow! No elements to pop.\n");
    } else {
        printf("\n%d popped from stack.\n", stack[top]);
        top--;
    }
}

void display() {
    int i;
    if (top == -1) {
        printf("\nStack is empty.\n");
    } else {
        printf("\nStack elements are:\n");

        for (i = top; i >= 0; i--) {
            printf("%d\n", stack[i]);
        }
    }
}
```

```
**** MENU ****
1. Push
2. Pop
3. Display
4. Exit
Enter your Choice: 1
Enter the value to be inserted: 10

10 pushed to stack.


**** MENU ****
1. Push
2. Pop
3. Display
4. Exit
Enter your Choice: 3

Stack elements are:
10


**** MENU ****
1. Push
2. Pop
3. Display
4. Exit
Enter your Choice: 1
Enter the value to be inserted: 50

50 pushed to stack.


**** MENU ****
1. Push
2. Pop
3. Display
4. Exit
Enter your Choice: 2

50 popped from stack.
```