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3.B)

class Node:

def \_\_init\_\_(self, data):

self.data = data

self.next = None

class Stack:

def \_\_init\_\_(self):

self.top = None

def push(self, book\_title):

new\_node = Node(book\_title)

new\_node.next = self.top

self.top = new\_node

print(f'"{book\_title}" pushed to stack.')

def pop(self):

if self.top is None:

print("Stack is Empty! Cannot pop.")

else:

popped = self.top.data

self.top = self.top.next

print(f'"{popped}" popped from stack.')

def display(self):

if self.top is None:

print("Stack is Empty!")

else:

print("Books in stack (Top to Bottom):")

temp = self.top

while temp:

print(f"- {temp.data}")

temp = temp.next

stack = Stack()

while True:

print("\n--- Linked List Stack Menu ---")

print("1. Push (Add Book)")

print("2. Pop (Remove Book)")

print("3. Display Stack")

print("4. Exit")

choice = input("Enter your choice (1-4): ")

if choice == '1':

title = input("Enter book title to push: ")

stack.push(title)

elif choice == '2':

stack.pop()

elif choice == '3':

stack.display()

elif choice == '4':

print("Exiting program. Goodbye!")

break

else:

print("Invalid choice. Please try again.")