Implementing Stack

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#include<iostream>
#include<conio.h>
#include<stdlib.h>
using namespace std;
class stack
{
        int stk[5];
        int top;
    public:
        stack()
         {
          top=-1;
         }
        void push(int x)
         {
           if(top >  4)
                {
 cout <<"stack over flow";
                   return;
                }
            stk[++top]=x;
            cout
<<"inserted" <<x;
            }
          void pop()
           {
             if(top <0)
              {
             cout <<"stack
under flow";
                   return;
              }
       cout <<"deleted"
<<stk[top--];
            }
          void display()
           {
             if(top<0)
              {
               cout <<"
stack empty";
                   return;
              }
              for(int
i=top;i>=0;i--)
```

```
                cout <<stk[i]
<<" ";
            }
};
int main()
{
    int ch;
    stack st;
    while(1)
       {
          cout <<"\n1.push
2.pop  3.display  4.exit\
nEnter ur choice";
          cin >> ch;
          switch(ch)
           {
            case 1:  cout
<<"enter the element";
                   cin >> ch;

st.push(ch);
                   break;
            case 2:  st.pop();
break;
            case 3:
st.display();break;
            case 4:  exit(0);
            }
       }
return (0);
}
```