Implementing Stack

**#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);**

**}**