```c
#include<stdio.h>
#include<conio.h>
#define STACK_SIZE 5
int top,item,item_deleted, s[10];
void push()
{
if(top==STACK_SIZE-1)
{
printf("Stack ounder flow\n");
return;
}
top=top+1;
s[top]=item;
}
int pop()
{
int item_deleted;
if(top==-1)
return 0;
item_deleted=s[top];
top=top-1;
return item_deleted;
}
void display()
{
int i;
if(top==-1)
{
printf("\n stack is empty!!! no items to show\n");
return;
}
printf("Contents of stack are:\n");
for(i=0;i<=top;i++)
{
printf("%d\n",s[i]);
}
}
void main()
{
int ch;
clrscr();
top=-1;
for(;;)
{
printf("1.push\n2.pop\n3.display\n4.exit\n");
printf("Enter your choice\n");
scanf("%d",&ch);
switch(ch)
{
case 1:printf("Enter the element to be pushied:\n");
scanf("%d",&item);
push();
break;
case 2:item_deleted=pop();
```

```c
if(item_deleted==0)
printf("\nStack under  flow\n");
else
printf("Deleted elements is : %d\n",item_deleted);
break;
case 3: display();
break;
default:exit(0);
}
}
}
```