

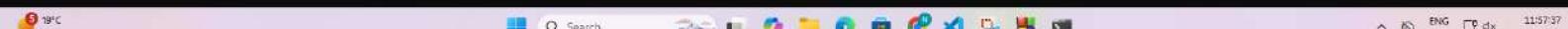
```
--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter value to push: 0
0 pushed to stack
```

```
--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter value to push: 8
Stack Overflow! Cannot push 8
```

```
--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 2
0 popped from stack
```

```
--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 3
Stack elements:
2
9
7
4
```

```
--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
```



```
--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter value to push: 4
4 pushed to stack

--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter value to push: 7
7 pushed to stack

--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter value to push: 9
9 pushed to stack

--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 1
Enter value to push: 2
2 pushed to stack

--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
```



```
3. Display
4. Exit
Enter your choice: 3

Stack elements:
2
9
7
4

--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 2
2 popped from stack

--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice: 3

Stack elements:
9
7
4

--- Stack Operations Menu ---
1. Push
2. Pop
3. Display
4. Exit
Enter your choice:
```



```
)

void display() {
    if (top == -1) {
        printf("\nStack is empty\n");
    } else {
        printf("\nStack elements:\n");
        for (int i = top; i >= 0; i--) {
            printf("%d\n", stack[i]);
        }
    }
}

int main() {
    int choice, value;
    while (1) {
        printf("\n--- Stack Operations Menu ---\n");
        printf("1. Push\n");
        printf("2. Pop\n");
        printf("3. Display\n");
        printf("4. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                printf("Enter value to push: ");
                scanf("%d", &value);
                push(value);
                break;
            case 2:
                pop();
                break;
            case 3:
                display();
                break;
            case 4:
                printf("\nExiting...\n");
                return 0;
            default:
                printf("\nInvalid choice! Try again.\n");
        }
    }
    return 0;
}
```



```

#include <csudio.h>
#define MAX 5

int stack[MAX];
int top = -1;

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

int pop() {
    if (top == -1) {
        printf("\nStack Underflow! Nothing to pop.\n");
        return -1;
    } else {
        int poppedValue = stack[top];
        top--;
        printf("\n%d popped from stack\n", poppedValue);
        return poppedValue;
    }
}

void display() {
    if (top == -1) {
        printf("\nStack is empty\n");
    } else {
        printf("\nStack elements:\n");
        for (int i = top; i >= 0; i--) {
            printf("%d\n", stack[i]);
        }
    }
}

int main() {
    int choice, value;

    while (1) {
        printf("\n--- Stack Operations Menu ---\n");
        printf("1. Push\n");
        printf("2. Pop\n");

```

