```
~~#include <stdio.h>~~
~~# include <process.h>~~
 # include <stdlib.h>
 # include <stdlib.h>
 # define STACK_SIZE = -1
void pus

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


void push ( int ele ]
 {
  if (top = = STACKSIZE -1) {
  printf ("stack overloaded( /n"];
   }
 else {
  top = top + 1;
 stack [top] = ele;
printf (" %d is sucessfully pushed", stack[top]);

}
 }
void pop (   )

{
  if ( top = = -1) {
 printf (" Stack is empty \n");
 }
else
{
printf (" %d is poped out of stack\n", stack[top]);
  top = top -1;
 }
  }
void  display ( ) {
 if ( top = = -1) {
 printf (" Stack is empty \n");
  }
 else {
 printf (" the elements are
for ( int i = 0;  i <= top ; i ++) {
  printf ( " %d\n", stack[i])
  }
 }
}
```

```
int main {
int item, choice =1;
while (choice != 4 ){
Printf ("Enter Your choice \n 1: To push an item \n 2:
        an item \n 3: display all items \n 4: exit");
 Scanf ("%d", &choice);

Switch (choice){

case 1: ~~push~~ (item);
        Printf ("Enter the item to be inserted");
        Scanf ("%d \n", & item);
        Push( item); break; }
                 {
case 2; {  Pop ();
           break; }

case 3: { display();
           break;

        }
     default : {
~~case 4~~ : {  printf("wrong choice \n");
 ~~exit~~ (0)
              break ; }
} Printf(" Program  }
Completed \n");
```