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①

#include <stdio.h>

#include <process.h>

#include <conio.h>

#define STACK_SIZE 5

int j = -1;

int S[10];

int n;

void push (int n, int S[], int j)

{

if (j == STACK_SIZE - 1)

{ printf ("Stack overflow\n");

return;

}

j = j + 1

S[j] = n;

}

int pop (int S[], int j)

{

printf ("Stack overflow\n");

return;

}

j = j + 1;

S[j] = n;

```
int pop (int s[], int j)
```

```
{ if (j == -1)
```

```
return -1;
```

```
return s[j--];
```

```
}
```

```
void display (int s[], int j)
```

```
{ int i;
```

```
if (j == -1)
```

```
{ printf ("Stack is empty\n");  
return;
```

```
}
```

```
printf ("contents of the stack\n");
```

```
for (i=0; i <= j; i++)
```

```
{ printf ("%d\n", s[i]);
```

```
}
```

```
}
```

```
void main ()
```

```
{
```



```

int item - deleted;
int choice z;
clrscr();
box(;;)
{
    printf("n1: push\n2: pop\n3:
           display\n4: exit\n");
    printf("enter the choice\n");
    scanf("%d", &z);
    switch(z)
    {
        case 1:
            printf("enter the item to be inserted\n");
            scanf("%d", &n);
            push(n, s[j], j);
            break;

        case 2:
            item - deleted = pop(s[j], j);
            if (item - deleted == -1)
                printf("Stack is empty\n");
            else
                printf("Item deleted is %d\n",
                       item - deleted);
            break;
    }
}

```

case 3;

display(SCI, 9)

break;

default:

exit(0);

{

}

getch();

}