#include <iostream>

#include <list>

using namespace std;

class Stack {

list<int> s; // List to represent the stack

public:

// Push an element into the stack

void push() {

int number;

cout << "Enter a number: ";

cin >> number;

s.push\_back(number);

cout << number << " added to the stack.\n";

}

// Pop the top element from the stack

void pop() {

if (s.empty()) {

cout << "The stack is empty. Nothing to pop.\n";

return;

}

cout << "Popped element: " << s.back() << endl;

s.pop\_back();

}

// Display all elements in the stack

void display() {

if (s.empty()) {

cout << "The stack is empty.\n";

return;

}

cout << "Stack elements (top to bottom): ";

for (list<int>::iterator it = s.begin(); it != s.end(); ++it) { // Use explicit type

cout << \*it << " ";

}

cout << endl;

}

};

int main() {

Stack stack;

int choice;

do {

cout << "\n1. Add element"

<< "\n2. Delete element"

<< "\n3. Display stack"

<< "\n4. Exit"

<< "\nEnter your choice: ";

cin >> choice;

switch (choice) {

case 1:

stack.push();

break;

case 2:

stack.pop();

break;

case 3:

stack.display();

break;

case 4:

cout << "Exiting the program.!\n";

break;

default:

cout << "Invalid choice! Try again.\n";

}

} while (choice != 4);

return 0;

}