```c
include <stdio.h>
#include <conio.h>
#include <alloc.h>
#include <process.h>

#define MAX 10
int top=-1;
int stack[MAX];
int full, empty=1;

void print(void);
void push(int);
int pop(void);
void main(void)
{
 int item, ch=1;
clrscr();

while(ch)
{
        printf("\n1. Push Item");
        printf("\n\n2. Pop Item");
        printf("\n\n3. Print Stack");
        printf("\n\n4. Exit");
scanf("%d",&ch);
        switch(ch)
        {
        case 1:
                printf("Enter the item to push");
                scanf("%d",&item);
                push(item);
                break;
        case 2:
                item=pop();
                printf("Poped item is %d", item);
                break;
        case 3:
                        print();
                        break;
        case 4:
                break;
}
scanf("%d",&ch);
}
}

void push(int x)
{
if(full)
        {
        printf("Stack is full\n");
        return;
        }
else
        {
        top=top+1;
        stack[top]=x;
        empty=0;
        }
if(top==MAX)
        full=1;
return;
}


int pop(void)
{
int x;
if(empty)
        {
        return -1;
        }
else
        {
        x=stack[top];
        top--;
        if(top==-1)
                empty=1;
        return x;
        }
}
```

```c
void print(void)
{
int i;
if(empty)
        {
        printf("Stack is empty");
        return;
        }
else
        {
        for(i=top; i>=0; i--)
        printf("%d, ",stack[i]);
        return;
        }
}
```