```
#include <stdio.h>

int stack[50];
int p=-1;

void push(int data)
{
   if (p==49)
      printf("Stack Overflow \n");
   else{
      p+=1;
      stack[p]=data;
   }
}

void pop(){
   if (p==-1)
      printf("Stack Underflow \n");
   else {
      printf("Element deleted: %d \n", stack[p]);
      p-=1;
   }
}

void display(){
```

```
    printf("Elements \n");
    for (int i=0;i<=p;i++)
        printf("%d ",stack[i]);
}
int main(){
    int n,x;
    for (int i=0;i==0;){
    printf("Enter choice:\n1.Push 2.Pop 3.Display 4.Stop\n");
    scanf("%d",&n);
    switch (n){
    case 1:
        scanf("%d",&x);
        push(x);
        break;
    case 2:
        pop();
        break;
    case 3:
        display();
        break;
    case 4:
        exit(0);
        break;
    default:
        printf("Wrong Choice\n");
```

```
        break;
    }
    }
    return 0;
}
```