```c
#include<stdio.h>
#define MAX 100

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

// Push operation
void push(int value) {
    if (top >= MAX - 1) {
        printf("Stack Overflow! Cannot push %d\n", value);
    } else {
        stack[++top] = value;
        printf("%d pushed to stack\n", value);
    }
}

// Pop operation
void pop() {
    if (top < 0) {
        printf("Stack Underflow! Cannot pop\n");
    } else {
        printf("%d popped from stack\n", stack[top--]);
    }
}

// Display operation
void display() {
    if (top < 0) {
        printf("Stack is empty\n");
    } else {
        printf("Stack contents:\n");
        for (int i = top; i >= 0; i--) {
            printf("%d\n", stack[i]);
        }
    }
}

int main() {
    int choice, value;

    while (1) {
        printf("\n--- Stack Menu ---\n");
        printf("1. Push\n2. Pop\n3. Display\n4. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
        case 1:
```

```c
            printf("Enter value to push: ");
            scanf("%d", &value);
            push(value);
            break;
        case 2:
            pop();
            break;
        case 3:
            display();
            break;
        case 4:
            printf("Exiting...\n");
            return 0;
        default:
            printf("Invalid choice! Try again.\n");
        }
    }
}
```