```c
#include<stdio.h>
#include<stdlib.h>
#define SIZE 10

void push(int);
void pop();
void display();

int stack[SIZE],top=-1;

int main()
{
    int n,choice;
    while(1)
    {
        printf("\nMENU\n\n");
        printf("(1)Push\n");
        printf("(2)Pop\n");
        printf("(3)Display\n");
        printf("(4)Exit\n");
        printf("Enter your choice: \n\n");
        scanf("%d",&choice);

        switch(choice)
        {
            case 1:
                printf("Enter the value to be inserted:");
                scanf("%d",&n);
                push(n);
                break;

            case 2:
                pop();
                break;

            case 3:
                display();
                break;

            case 4:
```

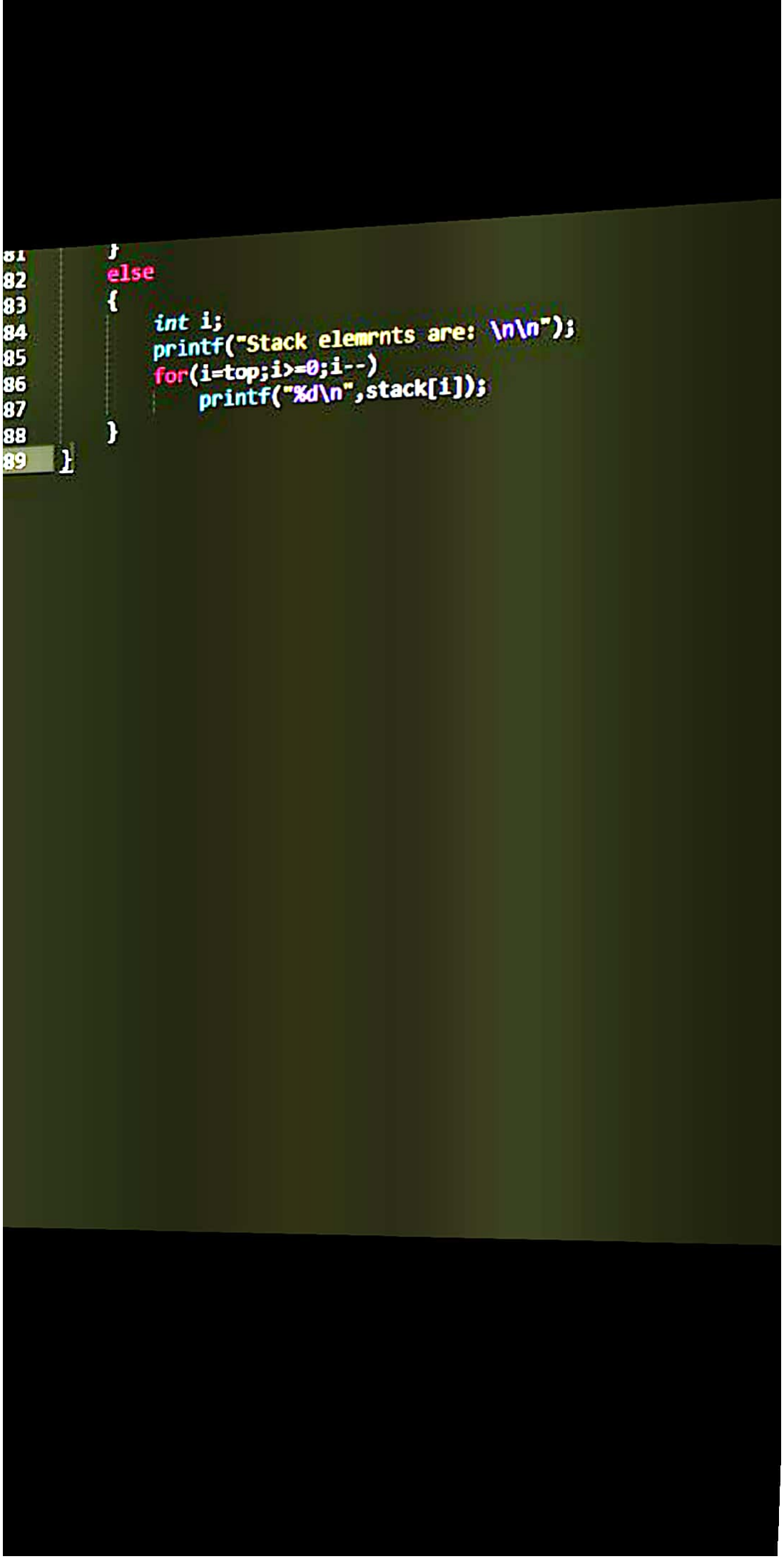
```
                exit(0);

            default: printf("Incorrect Selection.Select Again!\n\n");
        }
    }
    return 0;
}

void push(int n)
{
    if(top==SIZE-1)
    {
        printf("Stack is Full.Insertion is not possible!\n\n");
    }
    else
    {
        top++;
        stack[top]=n;
        printf("Insertion Successful\n\n");
    }
}

void pop()
{
    if(top==-1)
    {
        printf("Stack is empty.Deletion is not possible!\n\n");
    }
    else
    {
        printf("Deleted: %d\n\n",stack[top]);
        top--;
    }
}

void display()
{
    if(top==-1)
    {
        printf("Stack is Empty\n\n");
```



```
81          }
82          else
83          {
84              int i;
85              printf("Stack elemrnts are: \n\n");
86              for(i=top;i>=0;i--)
87                  printf("%d\n",stack[i]);
88          }
89      }
```