

```
#include <stdio.h>
#include <process.h>
#include <stdlib.h>
```

```
#define MAX 5
```

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

```
void push();
```

```
void pop();
```

```
void display();
```

```
void main()
```

```
{
```

```
    int ch;
```

```
    while (1)
```

```
    {
```

```
        printf("\n Stack Menu ");
```

```
        printf("\n\n1. Push\n2. Pop\n3. Display\n4. Exit");
```

```
        printf("\n\nEnter choice (1-4):");
```

```
        scanf("%d", &ch);
```

```
        switch (ch)
```

```
        {
```

```
            case 1: push();
```

```
            case break;
```

```

    case 2: pop();
             break;

```

```

    case 3: display();
             break;

```

```

    case 4: Exit(0);

```

```

    default : printf("\n Wrong choice !!");
}

```

```

}

```

```

}

```

```

void push()
{

```

```

{

```

```

    int val;

```

```

    if (top == MAX-1)
    {

```

```

        printf("\n Stack is full !!");
    }

```

```

    else
    {

```

```

{

```

```

        printf("\n Enter element to push :");

```

```

        scanf("%d", &val);

```

```

        top = top + 1;

```

```

        stack[top] = val;
    }

```

```

}

```

```

}

```

```
void pop()
```

```
{
```

```
    if (top == -1)
```

```
    {
        printf ("\n Stack is empty !!");
    }
```

```
    else
    {
```

```
        printf ("\n Pop Popped element is %d", stack[top]);
        top = top - 1;
```

```
    }
```

```
}
```

```
void display()
```

```
{
```

```
    int i;
```

```
    if (top == -1)
```

```
    {
        printf ("\n Stack is empty !!");
```

```
    }
```

```
    else
    {
```

```
        printf ("\n stack is .... \n");
```

```
        for (top i = top; i >= 0; --i)
```

```
            printf ("%d \n", stack[i]);
```

```
    }
```

```
}
```