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class stack:
    def __init__(self):
        self.items=[]
    def is_empty(self):
        return len(self.items)==0
    def push(self,data):
        return self.items.append(data)
    def pop(self):
        if not self.is_empty():
            return self.items.pop()
        else:
            raise IndexError("Stack is empty...!!!")
    def peek(self):
        if not self.is_empty():
            return self.items[-1]
        else:
            raise IndexError("Stack is empty...!!!")
    def size(self):
        return len(self.items)

def operations():
    s1=stack()
    print("Select any one operation: ")
    print("1. Push")
    print("2. Pop")
    print("3. Peek")
    print("4. Exit")

    while True:
        select = input("Select -> 1/2/3/4: ")
        if select in ('1','2','3','4'):
            try:
                if select=='1':
                    n1 = int(input("enter data: "))
                    s1.push(n1)
                    print("Element pushed into stack")
                elif select=='2':

                    i2 = s1.pop()
                    print("Element popped in the stack is : ",i2)
                elif select=='3':
                    i3 = s1.peek()
                    print("Element peek in the stack is : ",i3)
                else:
                    if select=='4':
                        break
            except:
                print("please enter a valid one...!")
        else:
            print("Select a Valid options...")

operations()

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➡ Select any one operation:
1. Push
2. Pop
3. Peek
4. Exit
Select -> 1/2/3/4: 1
enter data: 10
Element pushed into stack
Select -> 1/2/3/4: 1
enter data: 20
Element pushed into stack
Select -> 1/2/3/4: 1
enter data: 30
Element pushed into stack
Select -> 1/2/3/4: 1
enter data: 40
Element pushed into stack
Select -> 1/2/3/4: 1
enter data: 50
Element pushed into stack
Select -> 1/2/3/4: 3
Element peek in the stack is : 50
Select -> 1/2/3/4: 2
Element popped in the stack is : 50
Select -> 1/2/3/4: 2
Element popped in the stack is : 40
Select -> 1/2/3/4: 2
Element popped in the stack is : 30
Select -> 1/2/3/4: 3
Element peek in the stack is : 20

```

Select -> 1/2/3/4: 4