## Code:

```
#include <stdio.h>
#include <stdlib.h>
#define n 4
int stack[n];
int top;
void main()
  int ch;
  top = -1;
  printf("Menu:\n1. Push element\n2. Pop Element\n3. Display Stack\n4. Exit\n");
  printf("Enter choice: ");
  scanf("%d", &ch);
  while(1)
  {
     switch(ch)
     {
       case 1:
          push();
          break;
       case 2:
          pop();
          break;
       case 3:
          display();
          break;
       case 4:
          printf("Exiting!");
          exit(0);
       default:
          printf("Please enter valid choice!\n");
     }
     printf("Enter choice: ");
     scanf("%d", &ch);
  }
}
void push()
{
```

```
if(top \ge n)
  {
     printf("Stack is full! Overflow error!\n");
  }
  else
  {
     int a;
     printf("Enter element to be inserted: ");
     scanf("%d", &a);
     top++;
     stack[top] = a;
     printf("Element inserted!\n");
  }
}
void pop()
  if(top==-1)
     printf("Stack is empty! Underflow error!\n");
  }
  else
     printf("Element deleted is: %d\n", stack[top]);
     top--;
  }
}
void display()
  int i;
  if(top==-1)
     printf("Stack is empty!\n");
  }
  else
     printf("Elements are: ");
     for(i=n;i>=0;i--)
        printf("%d\n", stack[i]);
  }
}
```

## **Output:**

```
Menu:
1. Push element
Pop Element
3. Display Stack
4. Exit
Enter choice: 1
Enter element to be inserted: 1
Element inserted!
Enter choice: 1
Enter element to be inserted: 2
Element inserted!
Enter choice: 1
Enter element to be inserted: 3
Element inserted!
Enter choice: 1
Enter element to be inserted: 4
Element inserted!
Enter choice: 1
Enter element to be inserted: 5
Element inserted!
Enter choice: 1
Stack is full! Overflow error!
Enter choice: 3
Elements are: 0
Enter choice: 2
Element deleted is: 5
Enter choice: 2
Element deleted is: 4
Enter choice: 2
Element deleted is: 3
Enter choice: 2
Element deleted is: 2
Enter choice: 2
Element deleted is: 1
Enter choice: 2
Stack is empty! Underflow error!
Enter choice: 3
Stack is empty!
Enter choice: 4
Exiting!
Process returned 0 (0x0)
                           execution time : 39.723 s
Press any key to continue.
```