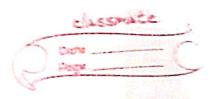


```
Relievo:
TOP++
stack [TOP] = item :
CEI Asate trisage Poid
inte deleted item;
C1-==90T) fi
  Paint, ("Stack is Emply \n")
  Retion!
 deletedition = Stock [TOP];
 TOP - - 5
 Point of C" of deleted Successfully Tn", deleter itm)
geturn;
void main ()
int item = 0;
 int Choice = 0;
```

·TOP = - 1;

while (1)



Peinty ("Enter Choice (1: displayed: visut (POSH))
3: semove (POP), 4: seit); Scanf Lacket " Schoice ? Switch (choice) Case 1: display (Stock): Printy (" Enter item to be inscot: "). Scanf Carol, litem);
PUSH (Strek, Item); beeak; Case3: Popcstack): ent (a): deput : Points (" \n involid choice") 33 getch (); }