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#include <stdio.h>

int MAXSIZE = 8;

int stack[8];

int top = -1;

int isfull(){
    if(top == MAXSIZE)
        return 1;
    else
        return 0;
}

int push(int data){
    if(!isfull()) {
        top = top + 1;
        stack[top] = data;
    } else {
        printf("Could not insert data, Stack is full.\n");
    }
}

int main(){
    int i;

    push(44);
    push(10);
    push(62);
    push(123);
    push(15);

    printf("Stack Elements: \n");

    for(i = 0; i < 8; i++) {
        printf("%d ", stack[i]);
    }
}
```

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return 0;
```

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}
```