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#include<stdio.h>
#include<stdlib.h>
struct Node{
    int data;
    struct Node* next;
};
struct Node* top = NULL;
void push(int value)
{
    struct Node* newNode = (struct Node*)malloc(sizeof(struct Node));

    newNode->data=value;
    newNode->next=top;
    top=newNode;
    printf("%d pushed\n",value);
}
void pop()
{
    if(top==NULL)
    {
        printf("underflow");
        return;
    }
    struct Node* temp=top;
    top=top->next;
    printf("%d deleted ",temp->data);
    free(temp);
}
void display() {
    if (top == NULL) {
        printf("Stack is empty\n");
        return;
    }

    struct Node* temp = top;
    printf("Stack elements: ");
    while (temp != NULL) {
        printf("%d ", temp->data);
        temp = temp->next;
    }
    printf("\n");
}
int main()
{
    int n;
    while (1) {
        printf("\n1. Push  2. Pop  3. Display  4. Exit\n");
        scanf("%d", &n);
        switch (n) {

```

```
        case 1: {
            int value;
            printf("Enter value: ");
            scanf("%d", &value);
            push(value);
            break;
        }
        case 2:
            pop();
            break;
        case 3:
            display();
            break;
        case 4:
            exit(0);
        default:
            printf("Invalid choice\n");
    }
}

return 0;
}
```