```cpp
#include <iostream>
using namespace std;

class Stack
{
    int size;
    int *ptr;
    int top;

public:
    Stack(int s = 10)
    {
        size = s;
        top = -1;
        ptr = new int[size];
    }

    void push(int value)
    {
        if(top == size-1)
        {
            cout << "Stack Overflow";
            return ;
        }
        top++;
        ptr[top] = value;
    }

    int pop()
    {
        if(top == -1)
        {
            cout << "Stack Underflow" << endl;
            return 0;
        }
        int result = ptr[top];
        top--;
        return result;
    }
};

int main()
{
    int size;
    int num;
    cout << "Enter the size" << endl;
    cin >> size;

    Stack s1(size);

    for(int i=0; i < size; i++)
    {
        cout << "Enter the element" << endl;
        cin >> num;
        s1.push(num);

    }

    for(int i=0; i < size; i++)
    {
        cout << s1.pop() << endl;
    }

}
```