

```
while (choice != 4);
```

```
return 0;
```

```
}
```

```
void push()
```

```
{
```

```
if (top >= n-1)
```

```
{
```

```
printf("\n!t Stack is overflow ");
```

```
}
```

```
else
```

```
{
```

```
printf("Enter a value to be pushed : ");
```

```
scanf("%d", &x);
```

```
top++;
```

```
stack[top] = x;
```

```
}
```

```
}
```

```
void pop()
```

```
{
```

```
if (top <= -1;
```

```
{
```

```
printf("\n!t Stack is underflow ");
```

```
}
```

```
else
```

```
{
```

```
printf("\n!t the popped element is %d", stack[top]);
```

top--;

}

}

void display()

{

if (top >= 0)

{

printf("\n the elements in Stack \n");

for (i = top; i >= 0; i--)

printf("\n i.d ", stack[i]);

printf("\n Press Next Cwird");

}

else

{

printf("\n Stack is empty ");

}

}