```c
//Tazminur Rahman Tanim
//ID:242014124
#include<stdio.h>
#include<stdlib.h>
struct node
{
    int data;
    struct node *next;
};
struct node *head=NULL;
void push(int value)
{
    struct node *newnode= malloc(sizeof(struct node));
    newnode->data=value;
    newnode->next=head;
    head=newnode;
}
void pop()
{
    struct node *temp;
    if(head==NULL)
    {
        printf("Stack is empty");
    }
    else
    {
        printf("Popped element %d \n",head->data);
        temp=head;
        head=head->next;
        free(temp);
    }
}
void display()
{
    printf("Stack: ");
    struct node *temp=head;
    while(temp!=NULL)
    {
        printf("%d ",temp->data);
        temp=temp->next;
    }
    printf("\n");
}
int main()
{
    push(5);
    push(15);
    push(25);
    push(35);
    push(45);
    display();
    pop(5);
    pop(15);
    pop(25);
    display();
}
```