```c
#include <stdio.h>
#define SIZE 5

int stack[SIZE];
int top = -1;

// Function to push element into stack
void push(int value) {
    if (top == SIZE - 1) {
        printf("Stack Overflow\n");
    } else {
        top++;
        stack[top] = value;
        printf("%d pushed to stack\n", value);
    }
}

// Function to pop element from stack
void pop() {
    if (top == -1) {
        printf("Stack Underflow\n");
    } else {
        printf("%d popped from stack\n", stack[top]);
        top--;
    }
}

// Function to peek top element
void peek() {
    if (top == -1) {
        printf("Stack is Empty\n");
    } else {
        printf("Top element is %d\n", stack[top]);
    }
}

// Main menu-driven function
int main() {
    int choice, value;

    while (1) {
        printf("\nStack Operations:\n");
        printf("1. PUSH\n2. POP\n3. PEEK\n4. EXIT\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
```

```
            printf("Enter value to PUSH: ");
            scanf("%d", &value);
            push(value);
            break;
        case 2:
            pop();
            break;
        case 3:
            peek();
            break;
        case 4:
            return 0;
        default:
            printf("Invalid choice! Try again.\n");
    }
  }
}
```