#include<stdio.h>

#include<conio.h>

#define SIZE 10

void push(int);

void pop();

void display();

int stack[SIZE], top = -1;

void main()

{

int value, choice;

clrscr();

while(1){

printf("\n\n\*\*\*\*\* MENU \*\*\*\*\*\n");

printf("1. Push\n2. Pop\n3. Display\n4. Exit");

printf("\nEnter your choice: ");

scanf("%d",&choice);

switch(choice){

case 1: printf("Enter the value to be insert: ");

scanf("%d",&value);

push(value);

break;

case 2: pop();

break;

case 3: display();

break;

case 4: exit(0);

default: printf("\nWrong selection!!! Try again!!!");

}

}

}

void push(int value){

if(top == SIZE-1)

printf("\nStack is Full!!! Insertion is not possible!!!");

else{

top++;

stack[top] = value;

printf("\nInsertion success!!!");

}

}

void pop(){

if(top == -1)

printf("\nStack is Empty!!! Deletion is not possible!!!");

else{

printf("\nDeleted : %d", stack[top]);

top--;

}

}

void display(){

if(top == -1)

printf("\nStack is Empty!!!");

else{

int i;

printf("\nStack elements are:\n");

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

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

}

}