Include

```
int stack[100],n,selection,top=-1,i;
int push()
{
int element;
if(top==n)
{
printf(“Stack overflow”);
}
else
{
printf(“Enter element to push”);
scanf(“%d”,&element);
top = top + 1;
stack[top] = element;
}
return 0;
}
int pop()
{
if(top==-1)
{
printf(“Stack is empty, cant pop”);
}
else
{
```

top = top-1;
}
return 0;
}
int showElement()
{
for(i=top;i>=0;i=i-1)
{
printf(“%d”,stack[i]);
}
if(top==-1)
{
printf(“\nStack is empty, no element to show”);
}
return 0;
}
int main()
{
printf(“\nEnter number of elements in stack”);
scanf(“%d”,&n);

```
while(selection!=4)
{

printf("\nWhat to do push=1, pop=2, showElements=3, enter you
number");
scanf("%d",&selection);
```

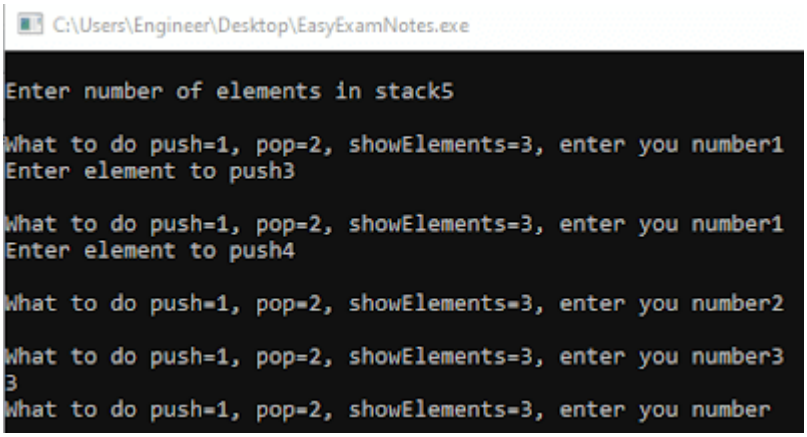
```
  switch(selection)
  {
      case 1:
          {
              push();
              break;
          }
      case 2:
          {
              pop();
              break;
          }
      case 3:
          {
              showElement();
              break;
          }
      case 4:
          {
              printf("\nClosing");
              break;
          }
      default:
          {
              printf("\nYou entered wrong selection number");
          }
  };
```

}

return 0;

}

Output:



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identical is _____

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