

## MINOR PROJECT

### 1. Evaluate a Prefix Notation Expression using Stack

```
#include<bits/stdc++.h>

using namespace std;

#define Operand1 op1
#define Operand2 op2

int performOperation(char op, int op1, int op2){
    switch(op){
        case '+': return op1 + op2;
        case '-': return op1 - op2;
        case '*': return op1 * op2;
        case '/': return op1 / op2;
        default : throw invalid_argument("Invalid operator");
    }
}

int evaluatePrefix(const string& expr){
    stack<int> s;

    for(int i = expr.size()-1 ; i>=0; i--){
        char ch = expr[i];

        if(isdigit(ch)){
            s.push(ch-'0');
        }

        else{
```

```

    if(s.size() < 2){
        throw invalid_argument("Insufficient Operands for operator");
    }
    int op2 = s.top();
    s.pop();
    int op1 = s.top();
    s.pop();
    s.push(performOperation(ch, op1, op2));
}
}
if(s.size() != 1){throw invalid_argument("Invalid expression");}
return s.top();
}

```

```

int main()
{
    string InputExpression;
    getline(cin, InputExpression);

    // string InputExpression = "* + 9 2 6 5";

    try{
        int result = evaluatePrefix(InputExpression);
        cout<< "Result: " << result << endl;
    }
    catch(const invalid_argument& e){
        cerr << "Error: " << e.what() << endl;
    }
}

```

```
}
```

```
return 0;
```

```
}
```

```
/*
```

```
// sample input : *+9265
```

```
Output : Error: Invalid expression
```

```
sample input : -5/67
```

```
output: -4
```

```
*/
```

## 2. Reverse a LinkedList in-place

```
#include <iostream>

using namespace std;

// Definition for singly-linked list.
struct ListNode {
    int val;
    ListNode *next;
    ListNode(int x) : val(x), next(nullptr) {}
};

// Function to insert a new node at the end of the linked list
void insert(ListNode*& head, int val) {
    if (!head) {
        head = new ListNode(val);
        return;
    }
    ListNode* temp = head;
    while (temp->next)
        temp = temp->next;
    temp->next = new ListNode(val);
}

// Function to reverse a linked list in place
ListNode* reverseList(ListNode* head) {
    ListNode* prev = nullptr;
    ListNode* curr = head;
    ListNode* next = nullptr;
    while (curr) {
        next = curr->next;
```

```

        curr->next = prev;

        prev = curr;

        curr = next;
    }

    return prev;
}

// Function to print the linked list
void printList(ListNode* head) {
    ListNode* temp = head;
    while (temp) {
        cout << temp->val << " ";

        temp = temp->next;
    }
    cout << std::endl;
}

int main() {
    // Taking dynamic input for the linked list
    cout << "Enter the number of elements in the linked list: ";
    int n;
    cin >> n;

    ListNode* head = nullptr;
    cout << "Enter the elements of the linked list: ";
    for (int i = 0; i < n; ++i) {
        int val;
        cin >> val;
        insert(head, val);
    }

    cout << "Original linked list: ";

```

```
printList(head);
```

```
// Reversing the linked list in place
```

```
head = reverseList(head);
```

```
cout << "Reversed linked list: ";
```

```
printList(head);
```

```
// Free memory
```

```
while (head) {
```

```
    ListNode* temp = head;
```

```
    head = head->next;
```

```
    delete temp;
```

```
}
```

```
return 0;
```

```
}
```

```
/*
```

```
Enter the number of elements in the linked list: 5
```

```
Enter the elements of the linked list: 1 2 3 4 5
```

```
Original linked list: 1 2 3 4 5
```

```
Reversed linked list: 5 4 3 2 1
```

```
*/
```