

```
//Name: 4. Expression Tree
```

```
#include <iostream>
```

```
#include <stack>
```

```
#include <string>
```

```
using namespace std;
```

```
struct Node {
```

```
    char value;
```

```
    Node* le ;
```

```
    Node* right;
```

```
    Node(char val) : value(val), le (nullptr), right(nullptr) {}
```

```
};
```

```
Node* constructPos ixTree(const string& pos ix) {
```

```
    stack<Node*> s;
```

```
    for (char c : pos ix) {
```

```
        if (isdigit(c)) {
```

```
            s.push(new Node(c));
```

```
        } else {
```

```
            Node* operatorNode = new Node(c);
```

```
            operatorNode->right = s.top(); s.pop();
```

```
            operatorNode->le = s.top(); s.pop();
```

```
            s.push(operatorNode);
```

```
        }
```

```
    }
```

```
    return s.top();
```

```

}

Node* constructPrefixTree(const string& prefix) {
    stack<Node*> s;
    for (int i = prefix.length() - 1; i >= 0; i--) {
        char c = prefix[i];
        if (isdigit(c)) {
            s.push(new Node(c));
        } else {
            Node* operatorNode = new Node(c);
            operatorNode->left = s.top(); s.pop();
            operatorNode->right = s.top(); s.pop();
            s.push(operatorNode);
        }
    }
    return s.top();
}

void inOrder(Node* root) {
    if (!root) return;
    inOrder(root->left);
    cout << root->value << " ";
    inOrder(root->right);
}

void preOrder(Node* root) {
    if (!root) return;

```

```

    cout << root->value << " ";
    preOrder(root->le );
    preOrder(root->right);
}

void postOrder(Node* root) {
    if (!root) return;
    postOrder(root->le );
    postOrder(root->right);
    cout << root->value << " ";
}

void nonRecursiveInOrder(Node* root) {
    stack<Node*> s;
    Node* current = root;
    while (current || !s.empty()) {
        while (current) {
            s.push(current);
            current = current->le ;
        }
        current = s.top(); s.pop();
        cout << current->value << " ";
        current = current->right;
    }
}

void nonRecursivePreOrder(Node* root) {

```

```

if (!root) return;
stack<Node*> s;
s.push(root);
while (!s.empty()) {
    Node* current = s.top(); s.pop();
    cout << current->value << " ";
    if (current->right) s.push(current->right);
    if (current->left) s.push(current->left);
}
}

// Non-recursive post-order traversal
void nonRecursivePostOrder(Node* root) {
    if (!root) return;
    stack<Node*> s1, s2;
    s1.push(root);
    while (!s1.empty()) {
        Node* current = s1.top(); s1.pop();
        s2.push(current);
        if (current->left) s1.push(current->left);
        if (current->right) s1.push(current->right);
    }
    while (!s2.empty()) {
        cout << s2.top()->value << " ";
        s2.pop();
    }
}

```

```

    }
}

int main() {
    string pos ix = "ab+c*";
    string prefix = "*+abc";
    Node* pos ixRoot = constructPos ixTree(pos ix);
    Node* prefixRoot = constructPrefixTree(prefix);
    cout << "Pos ix Expression Tree Traversals (ab+c*):\n";
    cout << "In-order (Recursive): "; inOrder(pos ixRoot); cout << endl;
    cout << "Pre-order (Recursive): "; preOrder(pos ixRoot); cout <<
endl;
    cout << "Post-order (Recursive): "; postOrder(pos ixRoot); cout <<
endl;
    cout << "In-order (Non-Recursive): ";
nonRecursiveInOrder(pos ixRoot); cout <<
endl;
    cout << "Pre-order (Non-Recursive): ";
nonRecursivePreOrder(pos ixRoot); cout
<< endl;
    cout << "Post-order (Non-Recursive): ";
nonRecursivePostOrder(pos ixRoot); cout
<< endl;
    cout << "\nPrefix Expression Tree Traversals (*+abc):\n";
    cout << "In-order (Recursive): "; inOrder(prefixRoot); cout << endl;

```

```
cout << "Pre-order (Recursive): "; preOrder(prefixRoot); cout << endl;
cout << "Post-order (Recursive): "; postOrder(prefixRoot); cout <<
endl;
cout << "In-order (Non-Recursive): "; nonRecursiveInOrder(prefixRoot);
cout <<
endl;
cout << "Pre-order (Non-Recursive): ";
nonRecursivePreOrder(prefixRoot); cout <<
endl;
cout << "Post-order (Non-Recursive): ";
nonRecursivePostOrder(prefixRoot); cout
<< endl;
return 0;
}
```