#include <stdio.h>

#include <stdlib.h>

struct node{

int data;

struct node \*prev;

struct node \*next;

};

struct node \*push(struct node \*a, int data){

struct node \*temp = malloc(sizeof(struct node));

temp->prev = a;

temp->data = data;

temp->next = NULL;

a->next = temp;

return temp;

}

struct node \*pop(struct node \*ptr){

if(ptr->data != '('){

printf("%c ", ptr->data);

}

struct node \*store = ptr->prev;

store->next = NULL;

ptr->prev = NULL;

return store;

}

int main() {

char a[15] = {'(', 'a', '-', 'b', '/', 'c', ')', '\*', 'a', '/', 'k', '-', 'l', ')'};

struct node \*head = malloc(sizeof (struct node));

head->prev = NULL;

head->data = a[0];

head->next = NULL;

struct node \*ptr = head;

for(int i=0; i<14; i++){

if(a[i]=='-' || a[i]=='/' || a[i]=='(' || a[i]=='\*'){

ptr = push(ptr, a[i]);

}

else if(a[i]==')'){

while(ptr!=NULL){

ptr = pop(ptr);

}

}

else if(a[i]!='-' && a[i]!='/' && a[i]!='(' && a[i]==')'){

printf("%c ", a[i]);

}

}

return 0;

}