

Program 2

```
# include <stdio.h>
# define MAX 100
char stack[MAX];
int top = -1;

void push (char ch)
{
    if (top == MAX-1)
        printf("Stack is full\n");
    else {
        top++;
        stack[top] = ch;
    }
}

char pop()
{
    char item;
    if (top == -1)
        printf("Stack is empty!");
    else {
        item = stack[top];
        top--;
        return item;
    }
}

int stackempty ()
{
    if (top == -1)
```

```
printf("In stack is empty!");  
else
```

```
return stack[top];
```

```
}
```

```
int priority (char ch)
```

```
{
```

```
switch (ch)
```

```
{
```

```
case '+':
```

```
case '-': return (1);
```

```
case '*':
```

```
case '/': return (2);
```

```
case '^': return (3);
```

```
default : return (0);
```

```
}
```

```
}
```

```
int main ()
```

```
{
```

```
char infix[100];
```

```
int i, item;
```

```
printf("Enter the infix expression: ");
```

```
scanf("%s", infix);
```

```
printf("Expression: %s", infix);
```

```
printf("InPostfix: ");
```

```
i = 0;
```

```
while (infix[i] != '\0')
```

```
{
```

```
switch (infix[i])
```

```
{
```

```
case '(': push (infix[i]);
```

```
break;
```

```

case ')': while ((item = pop()) != '(')
            printf("%c", item);
            break;

```

```

case '+':

```

```

case '-':

```

```

case '*':

```

```

case '/':

```

```

case '^': while (!stackempty()) &&
            priority(a[i]) <= priority(stacktop())
            {

```

```

                item = pop();
                printf("%c", item);
            }

```

```

            push(a[i]);
            break;

```

```

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

```

```

}

```

```

    i++;

```

```

}

```

```

while (!stackempty())

```

```

{

```

```

    char item;

```

```

    item = pop();

```

```

    printf("%c", item);

```

```

}

```

```

printf("\n");

```

```

return 0;

```

```

}

```