

1. Write a C++ program using stack ADT to balance the braces, parentheses and brackets.

Header file:

```
#include <iostream>
#include <string>
using namespace std;
class Astack {
    int capacity;
    int top;
    char *arr;
public:
    Astack();
    Astack(int size);
    ~Astack();
    void push(char ele);
    void pop();
    char peek();
    bool isEmpty();
};

bool isMatching(char open, char close);
bool isBalanced(string expr);
```

Implementation file:

```
#include "head.h";

Astack::Astack() {
    top = -1;
    capacity = 10;
    arr = new char[capacity];
}
```

```
AStack::AStack(int size){
```

```
    top = -1;
```

```
    capacity = size;
```

```
    arr = new char[capacity];
```

```
}
```

```
AStack::~~AStack(){
```

```
    delete[] arr;
```

```
}
```

```
void AStack::push(char ele){
```

```
    if (top < capacity - 1){
```

```
        top++;
```

```
        arr[top] = ele;
```

```
    }
```

```
    else {
```

```
        cout << "Stack is full";
```

```
    }
```

```
}
```

```
void AStack::pop(){
```

```
    if (top != -1){
```

```
        top--;
```

```
    }
```

```
    else {
```

```
        cout << "Stack is empty";
```

```
    }
```

```
bool AStack::isEmpty(){
```

```
    return (top == -1);
```

```
}
```

```
char AStack::peek(){
```

```
    if (top != -1){
```

```
        return arr[top];
```

```
    }
```



```
else {
```

```
    cout << "Stack is empty";
```

```
}
```

```
bool isMatching (char open, char close){
```

```
    if (open == '(' && close == ')') return true;
```

```
    if (open == '{' && close == '}') return true;
```

```
    if (open == '[' && close == ']') return true;
```

```
    return false;
```

```
}
```

```
bool isBalanced (string exp){
```

```
    AStack stack (exp.length());
```

```
    for (int i = 0; i < exp.length(); i++){
```

```
        char ch = exp[i];
```

```
        if (ch == '(' || ch == '{' || ch == '['){
```

```
            stack.push(ch);
```

```
        }
```

```
        else if (ch == ')' || ch == '}' || ch == ']){
```

```
            if (stack.isEmpty() || !isMatching(stack.pop(), ch)){
```

```
                return false;
```

```
            }
```

```
            stack.pop();
```

```
        }
```

```
    return stack.isEmpty();
```

```
}
```

Main file:

```
import "header.h";
int main() {
    String str;

    cout << "Enter the expression:";

    cin >> str;

    if (isBalanced(str)) {
        cout << "Expression is balanced.";
    }
    else {
        cout << "Expression is not balanced.";
    }
}
```

2. Write a C++ program using stack ADT to convert infix to postfix expression:

Program:

Header file:

```
#include <iostream>
#include <string>
using namespace std;
class Astack {
    int capacity;
    int top;
    char* arr;
public:
    Astack();
    Astack(int size);
    ~Astack();
    void push();
```



```
else {
```

```
    cout << "Stack is empty";
```

```
}
```

```
bool isMatching (char open, char close){
```

```
    if (open == '(' && close == ')') return true;
```

```
    if (open == '{' && close == '}') return true;
```

```
    if (open == '[' && close == ']') return true;
```

```
    return false;
```

```
}
```

```
bool isBalanced (string exp){
```

```
    AStack stack (exp.length());
```

```
    for (int i = 0; i < exp.length(); i++){
```

```
        char ch = exp[i];
```

```
        if (ch == '(' || ch == '{' || ch == '['){
```

```
            stack.push(ch);
```

```
        }
```

```
        else if (ch == ')' || ch == '}' || ch == ']){
```

```
            if (stack.isEmpty() || !isMatching(stack.pop(),
```

```
                ch)){
```

```
                return false;
```

```
            }
```

```
            stack.pop();
```

```
        }
```

```
    }
```

```
    return stack.isEmpty();
```

```
}
```

```

        void push(char ele);
        char peek();
        bool isEmpty();
    }

    int precedence(char op);

    string infixToPostfix(string expr);

```

Implement file:

```

#include "head.h"

AStack::AStack() {
    top = -1;
    capacity = 10;
    arr = new char[capacity];
}

AStack::AStack(int size) {
    top = -1;
    capacity = size;
    arr = new char[capacity];
}

AStack::~AStack() {
    delete[] arr;
}

void AStack::push(char ele) {
    if (top < capacity - 1) {
        top++;
        arr[top] = ele;
    }
    else {
        cout << "Stack is full";
    }
}

void AStack::pop() {
    if (top != -1) {
        top--;
    }
    else {
        cout << "Stack is empty";
    }
}

```



```

char AStack::peek() {
    if (top != -1) {
        return arr[top];
    }
    else {
        cout << "Stack is empty";
    }
}

```

```

bool AStack::isEmpty() {
    return (top == -1);
}

```

```

int precedence (char op) {
    if (op == '+' || op == '-') {
        return 1;
    }
    if (op == '*' || op == '/') {
        return 2;
    }
    return 0;
}

```

```

string infixToPostfix (string exp) {
    AStack stack (exp.length());
    string p = "";
    for (int i = 0; i < exp.length(); i++) {
        char ch = exp[i];
        if (isalnum(ch)) {
            p += ch;
        }
        else if (ch == '(') {
            stack.push(ch);
        }
        else if (ch == ')') {
            while (!stack.isEmpty() && stack.peek() != '(') {
                p += stack.pop();
            }
            stack.pop();
        }
    }
}

```

```

else {
    while (!stack.isEmpty() && precedence(stack.peek())
           >= precedence(ch)) {
        p += stack.pop();
    }
    stack.push(ch);
}
}

while (!stack.isEmpty()) {
    p += stack.pop();
}

return p;
}

```

Main file:

```

#include "head.h";

int main() {
    string exp;
    cout << "Enter an infix expression: ";
    cin >> exp;
    string p = infixToPostfix(exp);
    cout << "Postfix expression: " << p << endl;
    return 0;
}

```

Output:

Enter an infix expression: $a + b * g - k \gamma . h + m$

Postfix expression: $abg * + k - nm + \gamma .$

Output for Balance Stack ADT program:

Testcase 1:

Enter the expression: {5230

Expression is not balanced.

Testcase 2:

Enter the expression: {{}}

Expression is balanced.

3. Write a C++ program using List ADT - Array implementation to solve this for general values of M and N.
What is the running time of the program?

Header file:

```
#include <iostream>
using namespace std;
class List{
    int* elements;
    int size;
    int currentSize;
public:
    List();
    List(int size);
    ~List();
    void eliminate(int index);
    int get(int index);
    int getSize();
};
```

Implementation file:

```
#include "head.h"
```

```
List()::List() {  
    size = 0;  
    capacity = 15;  
    arr = new int[capacity]; }
```

```
List()::List(int c, int s, int *a) {  
    capacity = c;  
    size = s;  
    arr = new int[capacity];  
    for (int i = 0; i < size; i++) {  
        arr[i] = a[i];  
    }  
}
```

```
List()::~List() {  
    capacity = 0;  
    size = 0;  
    delete[] arr; }
```

```
void List()::eliminate(int index) {  
    for (int i = index; i < currentsize - 1; i++) {  
        arr[i] = arr[i+1];  
    }  
    currentsize -- ; }
```

```
int List::get(int index) {  
    return arr[index]; }
```

```
int List::getsize() {  
    return currentsize; }
```


Main file :

```
#include "head.h";
```

```
int main(){
```

```
    int N, M;
```

```
    int capacity;
```

```
    cout << "Enter the number of people (N): ";
```

```
    cin >> N;
```

```
    cout << "Enter the number of passes (M): ";
```

```
    cin >> M;
```

```
    int currentIndex = 0;
```

```
    while (people.getSize() > 1) {
```

```
        currentIndex = (currentIndex + N - 1) %
```

```
            people.getSize();
```

```
        people.eliminate (currentIndex);
```

```
    }
```

```
    cout << "The winner is person : " << people.get(0) << endl;
```

```
    return 0;
```

```
}
```

Output:

Testcase 1:

Enter the number of people (N): 89

Enter the number of passes (M): 70

The winner is person: 23

Testcase 2:

Enter the number of people (N): 60

Enter the number of passes (M): 50

The winner is person: 51