```
#include<stdio.h>
struct node
    char data;
    struct node *next;
};
typedef struct node node;
struct node* createSSL()
    struct node* head=(struct node*)malloc(sizeof(struct node*));
    return head;
void push(struct Node* head,char value)
    struct node* tmp=(struct Node*)malloc(sizeof(struct node*));
    tmp->data = value;
    tmp->next = head;
    head = tmp;
char pop(struct node* top)
   node *tmp;
    tmp = top;
    n = tmp->data;
    top = top->next;
    free(tmp);
    return n;
```

```
char peek(struct node* head)
   return head->data;
int isEmpty(struct Node* top)
   if(top==NULL){
       return 1;
   else{
        return 0;
void display(struct node* head)
   if(isEmpty(head))
        printf("stack is empty: ");
        return;
   struct node* top1=head;
   while(!isEmpty(head))
        printf("%c",top1->data);
        top1=top1->next;
int isOperand(char ch)
   return (ch>='a' && ch<='z')||(ch>='A' && ch<='Z');
int Prec(char ch)
    switch(ch)
        case '+':
        case '-':
            return 1;
        case '/':
```

```
return 2;
        case '^':
            return 3;
int infixToPostfix(char exp[100])
   int i,k;
   struct Node* stack=createSSL();
   for(i=0,k=-1;exp[i];++i)
        if(isOperand(exp[i]))
            return exp[++k]=exp[i];
        else if(exp[i]='(')
            push(stack,exp[i]);
        else if(exp[i]==')')
            while(!isEmpty(stack) && peek(stack)!='(')
                exp[++k]=pop(stack);
            if(!isEmpty(stack) && peek(stack)!='(')
                return -1;
            else{
                pop(stack);
       else
            while(isEmpty(stack)&& Prec(exp[i])<=Prec(peek(stack)))</pre>
                exp[++k]=pop(stack);
```

```
push(stack,exp[i]);
    }
} while(!isEmpty(stack))
{
    exp[++k]=pop(stack);
} exp[++k]='\0';
printf("%s",exp);
}

int main()
{
    char infix[100];
    printf("Enter the infix: ");
    scanf("%s",infix);
    infixToPostfix(infix);
}
```

```
D:\testing\infixtopostfix.exe

Enter the infix: a+b*c-d

abc*+d

Process returned 0 (0x0) execution time : 14.245 s

Press any key to continue.
```