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**CODE GLADIATOR**

**DEBUGGED CODE**

#include<stdio.h>

#include<stdlib.h>

#include "math.h"

typedef enum toks

{

T\_INTEGER,

T\_PLUS,

T\_TIMES,

T\_MINUS,

T\_DIVIDE,

T\_EQUALS,

T\_STOP

} Token;

Token read\_token(char buf[]);

typedef struct int\_link

{

struct int\_link\*next;

int i;

} IntLink;

typedef struct int\_stack

{

IntLink \* top;

} IntStack;

extern void push(IntStack \*,int);

extern int pop(IntStack \*);

extern void push(IntStack \* stk,int num)

{

int i, next, top; //Declared i /next /top(Added)

IntLink \* ptr;

ptr =(IntLink \*) malloc(sizeof(IntLink)); /\*PUSHPOP1 \*/

ptr->i = num; /\*PUSHPOP1 Statement\*/

ptr->next = stk->top;

stk->top = ptr;

}

/\*------------------------------------------------------------\*/

/\* return: int value popped from stack \*/

/\* action: pops top elements from stack and gets return value from it \*/

/\*------------------------------------------------------------\*/

extern int pop(IntStack \* stk)

{

IntLink \* ptr;

int num;

ptr = stk->top;

num = ptr->i;

stk->top = ptr->next;

free(ptr);

return num;

}

static char nextchar(void)

{

/\*-------------------------------------------------------\*/

/\*input action: \*/

/\* 2 push 2 on stack \*/

/\* 18 push 18 \*/

/\* + pop 2, pop 18, add, push result(20) \*/

/\* = output value on the top of the stack (20) \*/

/\* 5 push 5 \*/

/\* / pop 5, pop 20, divide, push reult(4) \*/

/\* = output value on the top of the stack(4) \*/

/\*------------------------------------------------------\*/

char \* buf\_in = "2 18 + = 5 / =";

static int index; /\* starts at 0 \*/

char ret;

ret = buf\_in[index];

++index;

printf("%d\n",ret);

return ret;

}

/\*--------------------------------------------------------------------\*/

/\* output: buf - null terminated token \*/

/\* return: token type \*/

/\* action: reads chars through nextchar() and tokenizes them \*/

/\*--------------------------------------------------------------------\*/

Token read\_token(char buf[])

{

int i;

char c;

/\* skip leading white space \*/

for (c = nextchar(); isspace(c); c=nextchar());

buf[0] = c; /\* get ready to return single char e.g."+" \*/

buf[1] = 0;

switch(c)

{

case'+':return T\_PLUS;

case'-':return T\_MINUS;

case'\*':return T\_TIMES;

case'/':return T\_DIVIDE;

case'=':return T\_EQUALS;

default:

i = 0;

while(isdigit(c))

{

buf[i++] = c;

c = nextchar();

}

buf[i] = 0;

if(i==0)

return T\_STOP;

else

return T\_INTEGER;

}

}

IntStack stack = {0};

int main()

{

Token tok;

char word[100];

char buf\_out[100];

int num,num2;

for(;;)

{

tok = read\_token(word);

switch(tok)

{

case T\_STOP:

break;

case T\_INTEGER:

num = atoi(word);

push(&stack,num);

printf("%d\n",num);

break;

case T\_PLUS:

push(&stack,pop(&stack)+pop(&stack));

break;

case T\_MINUS:

num = pop(&stack);

push(&stack,num-pop(&stack));

break;

case T\_TIMES:

push(&stack,pop(&stack)\*pop(&stack));

break;

case T\_DIVIDE:

num2 = pop(&stack);

num = pop(&stack);

push(&stack, num/num2);

break;

case T\_EQUALS:

num = pop(&stack);

sprintf(buf\_out,"=%d",num);

push(&stack,num);

break;

}

if(tok==T\_STOP)

break;

}

return 0;

}