

Eval

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graph LR; Eval[Eval] --> ReadOp[Read Operator<br/>number i]; ReadOp --> ApplyOp[Apply Operator to current stack values<br/>Example: if operator +<br/>value[i] += value[i-1]]; ReadOp -- "if i = number of stack elements" --> Return[return result = value[i]]; ApplyOp --> ReadOp;
```

The flowchart illustrates the logic of the Eval function. It begins with a yellow box labeled 'Eval'. An arrow points to a light blue box 'Read Operator' which contains 'number i'. From this box, an arrow points to a larger light blue box 'Apply Operator to current stack values' which contains an example: 'if operator +' followed by 'value[i] += value[i-1]'. A feedback loop arrow returns from the 'Apply Operator' box to the 'Read Operator' box. Another arrow from the 'Read Operator' box points down to a light blue box 'return result = value[i]', with the text 'if i = number of stack elements' placed above this arrow.

Read Operator

number i

Apply Operator to current stack values

Example: if operator +

$\text{value}[i] += \text{value}[i-1]$

if i = number of stack elements

return result = $\text{value}[i]$