

# Eval

```
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 an evaluation function. It begins with a main process box labeled 'Eval'. An arrow points from 'Eval' to a box labeled 'Read Operator' with 'number i' below it. From this box, one path leads to an 'Apply Operator' box, which includes an example of adding the current value to the previous one. Another path from 'Read Operator' leads to a return statement, but only if 'i' equals the number of stack elements. A feedback loop arrow returns from the 'Apply Operator' box to the 'Read Operator' box.

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 =  $\text{value}[i]$