

Infix to Postfix (LNB-3)

```
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>

#define MAX 100
char stack[MAX];
int top = -1;

void push(char);
char pop();
int precedence(char);
void infixtopostfix(char infix[], char postfix[]);
```

```
void push(char x)
```

```
{  
    if (top == MAX-1)  
    {  
        printf("overflow!\n");  
        exit(EXIT_FAILURE);  
    }  
    else  
    {  
        top++;  
        stack[top] = x;  
    }  
}
```

```
char pop()
```

```
{  
    if (top == -1)  
    {  
        printf("underflow\n");  
    }  
}
```

```
else  
{  
    char popped = stack[top];  
    top--;
```

return popped;

{
int precedence (char symbol)

{ if (symbol == '+')

 return 3;

else if (symbol == '*' || symbol == '/')

 return 2;

else if (symbol == '+' || symbol == '-')

 return 1;

else

 return -1;

{
void infixToPostfix (char infix[], char postfix[])

{ int i = 0, j = 0;

char symbol, temp;

push ('#');

while ((symbol = infix[i++]) != '\0')

{

if (symbol == '(')

 push (symbol);

else if (isalnum (symbol))

 postfix[j++] = symbol;

else if (symbol == ')')

{

 while (stack [top] != '(')

 { postfix[j++] = pop();

 temp = pop();

}

```

        else
    {
        while (precedence(stack [top]) >= precedence (symbol))
        {
            postfix [j++] = pop();
        }
        push (symbol);
    }

    while (stack [top] != '#')
    {
        postfix [j++] = pop();
    }

    postfix [j] = '\0';

int main()
{
    char infix [MAX], postfix [MAX];
    printf ("Enter a valid parenthesized infix exp \n");
    scanf ("%s", infix);
    infixto postfix (infix, postfix);
    printf ("The postfix exp is : %s \n", postfix);
    return 0;
}

```

Output:

Enter a valid parenthesized infix exp;

a * b + c * d - e

The postfix exp is : ab * cd * + e -

AN
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Postfix evaluation (LNB-3)

```
#include <stdio.h>
#include <string.h>
#include <ctype.h>

#define max 20

int stack[20];
int top = -1;
```

```
void push (int a)
```

```
{ stack [++top] = a;
```

```
}
```

```
int pop()
```

```
{ return stack[top--];
```

```
}
```

```
void main()
```

```
{
```

```
char postfix[max];
```

```
printf ("Enter postfix expression: ");
```

```
scanf ("%s", postfix);
```

```
int res = 0, a, b;
```

```
for (int i=0; i< strlen(postfix); i++)
```

```
{
```

```
if (isalnum (postfix[i]))
```

```
push (postfix[i] - '0');
```

```
else
```

```
{
```

```
b = pop();
```

```
a = pop();
```

```

switch(postfix[i])
{
    case '+': push(a+b);
                 break;
    case '-': push(a-b);
                 break;
    case '*': push(a*b);
                 break;
    case '/': push(a/b);
                 break;
    case '^': push(a^b);
                 break;
}
res = pop();
printf("%d = %d", postfix, res);
}

```

Output:

Enter postfix expression : 23 * 3 ^ + 5 -

$23 * 3 ^ + 5 - = 4$

Linear Queue (LAB-3)

```
#include <stdio.h>
```

```
#define size 30
```

```
int queue [size];
```

```
int front = -1;
```

```
int rear = -1;
```

```
void insert(int a)
```

```
{ if (rear == size - 1)
```

```
{
```

```
    printf("Queue overflow\n"); // error
```

```
    return;
```

```
}
```

```
else
```

```
{ if (front == -1)
```

```
    front = 0;
```

```
queue [++rear] = a;
```

```
}
```

```
}
```

```
void delete()
```

```
{
```

```
if (front == -1 || front > rear)
```

```
{
```

```
    printf("Queue Empty\n");
```

~~```
 _____;
```~~

```
}
```

```
printf("Queue: ");
```

~~```
for (int i = front; i <= rear; i++)
```~~~~```
 printf("%d", queue[i]);
```~~~~```
else { front++; }
```~~

```
void display()
```

```
{ if (front == -1)
```

```
    printf("Queue Empty");
```

```
    return;
```

```
}
```

```
printf("Queue: ");
```

```
for (int i = front; i <= rear; i++)
```

```
    i++
```

```
{
```

```
    printf("%d", queue[i]);
```

```
    i++
```

```
{
```

```
    i++
```

```
{
```

```
void main()
```

```
{ int choice;
```

```
int a;
```

```
while(1)
```

```
{
```

```
    printf("1. Insert\n2. Delete\n3. Display\nChoice:");
```

```
    scanf("%d", &choice);
```

```
    switch(choice)
```

```
{
```

```
    case 1: printf("Enter an element:");
```

```
    scanf("%d", &a);
```

```
    insert(a);
```

```
    display();
```

```
    break;
```

```
    case 2: delete();
```

```
    display();
```

```
    break;
```

```
    case 3: display();
```

```
    break;
```

Output

1. Insert

2. Delete

3. Display

Choice : 1

Enter an element : 7

Queue : 7

- 1. Insert
- 2. Delete
- 3. Display

choice: 1

Enter an element : 8

Queue : 7 8

- 1. Insert
- 2. Delete
- 3. Display

choice: 2

Queue : 7 8

- 1. Insert
- 2. Delete
- 3. Display

choice: 3

Queue : 8

Circular Queue (LAB-3)

```
#include <stdio.h>
```

```
#define size 5
```

```
int queue[size];
```

```
int front = -1;
```

```
int rear = -1; // back address
```

```
void enqueue(int a)
```

```
{
```

```
if ((front == rear + 1) || (front == 0 && rear == size - 1))
```

```
{
```

```
printf("Queue overflow\n");
```

```
return;
```

```
}
```