```
#include<stdio.h>
#include<bits.h>
#include<stdlib.h>
#include"treestackADT.h"
#include"charstackADT.h"
void main()
{
        char in[50];
        printf("\nenter an expression");
        scanf("%s",in);
        postfix(in);
}
/* contents of file charstackDT
void postfix(char in[])
{
int l=strlen(in);
int j=0;
char post[20]={0};
for(int k=0;k<1;k++)
{
        if(in[k]=='(')
                ppush(in[k]);
        else
        {
                if(ppeek() \verb| =='(' \&\& in[k] \verb| ==')')\\
                        {
                                 if(ppeek())
                                         ppop();
                         }
        }
}
for(int i=0;i<1;i++)
  if(in[i]=='(')
    ppush('(');
  else if(in[i]==')')
```

```
{
  while(ppeek()!='(')
     post[j]=ppeek();
     j++;
     ppop();
  ppop();
 }
 else if(in[i]=='+' || in[i]=='-')
  if((ppeek()=='+')||(ppeek()=='-')||(ppeek()=='+')||(ppeek()=='-')||
    while(ppeek()!='(')
                       post[j]=ppeek();
      j++;
      ppop();
              ppush(in[i]);
  }
  else
    ppush(in[i]);
else if((in[i]=='*')||(in[i]=='/'))
if((ppeek()=='*')||(ppeek()=='/'))
 while((ppeek()!='+')\&\&(ppeek()!='-')\&\&(ppeek()!='('))
      post[j]=ppeek();
      j++;
      ppop();
      ppush(in[i]);
else
 ppush(in[i]);
else
 post[j]=in[i];
 j++;
```

```
}
printf("\n%s",post);
int p;
for(int i=0;i<strlen(post);i++)</pre>
{
       p=isoper(post[i]);
       if(p==0)
               operand(post[i]);
       else
               operator(post[i]);
}
printf("\n infix exp is");
inorder(stack[topv]);
printf("\n prefix exp is");
preorder(stack[topv]);
printf("\n postfix exp is");
postorder(stack[topv]);
}
*/
/*contents of file treestackADT
struct node
{
char data;
struct node *next;
}*top=NULL;
void display()
{
 printf("CONTENTS ARE:-");
 for( struct node *temp=top; temp!=NULL ; temp=temp->next)
  printf("%c\t", temp->data );
 printf("\n");
}
void ppush(char x)
{
       struct node *new;
```

```
new=(struct node*)malloc(sizeof(struct node));
       new->data=x;
       if(top==NULL)
              new->next=NULL;
       else
              new->next=top;
       top=new;
void ppop()
if(top==NULL)
 printf("\nstack is empty");
else
  struct node *temp;
       temp=(struct node*)malloc(sizeof(struct node));
  temp=top;
  top=temp->next;
 free(temp);
 }
char ppeek()
if(top==NULL){
 return 0;}
else
 return top->data;
struct et
{
       char val;
       struct et *left,*right;
};
struct et *stack[30];
struct et *node;
int topv=-1;
void push(struct et* node)
```

```
{
       stack[++topv]=node;
struct et * pop()
       return(stack[topv--]);
void inorder(struct et *node)
  if(node!=NULL)
  inorder(node->left);
  printf("%c",node->val);
  inorder(node->right);
}
void preorder(struct et *node)
  if(node!=NULL)
  printf("%c",node->val);
       preorder(node->left);
  preorder(node->right);
  }
void postorder(struct et *node)
  if(node!=NULL)
       postorder(node->left);
  postorder(node->right);
  printf("%c",node->val);
  }
}
void operand(char a)
       node=(struct et*)malloc(sizeof(struct et));
       node->val=a;
       node->left=NULL;
       node->right=NULL;
       push(node);
```

```
}
void operator(char b)
       node=(struct et*)malloc(sizeof(struct et));
       node->val=b;
       node->right=pop();
       node->left=pop();
       push(node);
}
int isoper(char c)
       if(c=='+' || c=='-' || c=='*' || c=='/')
              return 1;
       return 0;
}
*/
/*SAMPLE INPUT/OUTPUT
enter an expression((2+5)*(3-6)/(7*8))
25+36-*78*/
infix exp is2+5*3-6/7*8
prefix exp is/*+25-36*78
postfix exp is25+36-*78*/
enter an expression(7-(((3+2)*(6+1))/(5+6)))
732+61+*56+/-
infix exp is7-3+2*6+1/5+6
prefix exp is-7/*+32+61+56
postfix exp is732+61+*56+/-
enter an expression((3+2)*(2+5))
32+25+*
infix exp is3+2*2+5
prefix exp is*+32+25
postfix exp is32+25+*
```