Rajalakshmi Engineering College

Name: Harish Suresh
Email: 241901034@rajalakshmi.edu.in
Roll no: 241901034
Phone: 7550029270
Branch: REC
Department: I CSE (CS) FA
Batch: 2028
Degree: B.E - CSE (CS)

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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_MCQ_Updated

Attempt : 1
Total Mark : 20
Marks Obtained : 19

Section 1 : MCQ

1. Here is an Infix Expression: 4+3*(6*3-12). Convert the expression from Infix to Postfix notation. The maximum number of symbols that will appear on the stack AT ONE TIME during the conversion of this expression?

Answer

4

Status : Correct ***Marks : 1/1***

2. Pushing an element into the stack already has five elements. The stack size is 5, then the stack becomes

Answer

Overflow

Status : Correct *Marks : 1/1*

3. What will be the output of the following code?

```
#include <stdio.h>
#define MAX_SIZE 5
void push(int* stack, int* top, int item) {
    if (*top == MAX_SIZE - 1) {
        printf("Stack Overflow\n");
        return;
    }
    stack[++(*top)] = item;
}
int pop(int* stack, int* top) {
    if (*top == -1) {
        printf("Stack Underflow\n");
        return -1;
    }
    return stack[(*top)--];
}

int main() {
    int stack[MAX_SIZE];
    int top = -1;
    push(stack, &top, 10);
    push(stack, &top, 20);
    push(stack, &top, 30);
    printf("%d\n", pop(stack, &top));
    printf("%d\n", pop(stack, &top));
    printf("%d\n", pop(stack, &top));
    printf("%d\n", pop(stack, &top));
    return 0;
}
```

Answer

302010Stack Underflow

Status : Wrong *Marks : 0/1*

4. In the linked list implementation of the stack, which of the following operations removes an element from the top?

Answer

Pop

Status : Correct ***Marks : 1/1***

5. What is the primary advantage of using an array-based stack with a fixed size?

Answer

Efficient memory usage

Status : Correct ***Marks : 1/1***

6. The result after evaluating the postfix expression 10 5 + 60 6 / * 8 - is

Answer

142

Status : Correct ***Marks : 1/1***

7. In a stack data structure, what is the fundamental rule that is followed for performing operations?

Answer

Last In First Out

Status : Correct ***Marks : 1/1***

8. Consider a linked list implementation of stack data structure with three operations:

push(value): Pushes an element value onto the stack.pop(): Pops the top element from the stack.top(): Returns the item stored at the top of the stack.

Given the following sequence of operations:

push(10);pop();push(5);top();

What will be the result of the stack after performing these operations?

Answer

The top element in the stack is 5

Status : Correct ***Marks : 1/1***

9. What will be the output of the following code?

```
#include <stdio.h>
#define MAX_SIZE 5
int stack[MAX_SIZE];
int top = -1;
int isEmpty() {
   return (top == -1);
}
int isFull() {
   return (top == MAX_SIZE - 1);
}
void push(int item) {
   if (isFull())
      printf("Stack Overflow\n");
   else
      stack[++top] = item;
}
int main() {
   printf("%d\n", isEmpty());
   push(10);
   push(20);
   push(30);
   printf("%d\n", isFull());
   return 0;
}
```

Answer

10

Status : Correct ***Marks : 1/1***

10. What is the value of the postfix expression 6 3 2 4 + - *?

Answer

-18

Status : Correct ***Marks : 1/1***

11. Which of the following Applications may use a Stack?

Answer

All of the mentioned options

Status : Correct ***Marks : 1/1***

12. When you push an element onto a linked list-based stack, where does the new element get added?

Answer

At the beginning of the list

Status : Correct ***Marks : 1/1***

13. Elements are Added on _____ of the Stack.

Answer

Top

Status : Correct ***Marks : 1/1***

14. What is the advantage of using a linked list over an array for implementing a stack?

Answer

Linked lists can dynamically resize

Status : Correct *Marks : 1/1*

15. What will be the output of the following code?

```
#include <stdio.h>
#define MAX_SIZE 5
int stack[MAX_SIZE];
int top = -1;
void display() {
    if (top == -1) {
        printf("Stack is empty\n");
    } else {
        printf("Stack elements: ");
        for (int i = top; i >= 0; i--) {
            printf("%d ", stack[i]);
        }
        printf("\n");
    }
}
void push(int value) {
    if (top == MAX_SIZE - 1) {
        printf("Stack Overflow\n");
    } else {
        stack[++top] = value;
    }
}
int main() {
    display();
    push(10);
    push(20);
    push(30);
    display();
    push(40);
    push(50);
    push(60);
    display();
    return 0;
}
```

Answer

Stack is emptyStack elements: 30 20 10Stack OverflowStack elements: 50 40 30 20 10

Status : Correct ***Marks : 1/1***

16. A user performs the following operations on stack of size 5 then which of the following is correct statement for Stack?

```
push(1);
pop();
push(2);
push(3);
pop();
push(2);
pop();
pop();
push(4);
pop();
pop();
push(5);
```

Answer

Underflow Occurs

Status : Correct ***Marks : 1/1***

17. Consider the linked list implementation of a stack.

Which of the following nodes is considered as Top of the stack?

Answer

First node

Status : Correct ***Marks : 1/1***

18. Which of the following operations allows you to examine the top element of a stack without removing it?

Answer

Peek

Status : Correct ***Marks : 1/1***

19. The user performs the following operations on the stack of size 5 then at the end of the last operation, the total number of elements present in the stack is

```
push(1);
pop();
push(2);
push(3);
pop();
push(4);
pop();
pop();
push(5);
```

Answer

1

Status : Correct ***Marks : 1/1***

20. In an array-based stack, which of the following operations can result in a Stack underflow?

Answer

Popping an element from an empty stack

Status : Correct ***Marks : 1/1***

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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_COD_Question 1

Attempt : 1
Total Mark : 10
Marks Obtained : 10

Section 1 : Coding

1. Problem Statement

In a coding competition, you are assigned a task to create a program that simulates a stack using a linked list.

The program should feature a menu-driven interface for pushing an integer to stack, popping, and displaying stack elements, with robust error handling for stack underflow situations. This challenge tests your data structure skills.

Input Format

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the integer value onto the stack. If the choice is 1, the following input is a space-separated integer, representing the element to be pushed onto

the stack.

Choice 2: Pop the integer from the stack.

Choice 3: Display the elements in the stack.

Choice 4: Exit the program.

Output Format

The output displays messages according to the choice and the status of the stack:

If the choice is 1, push the given integer to the stack and display the following: "Pushed element: " followed by the value pushed.

If the choice is 2, pop the integer from the stack and display the following: "Popped element: " followed by the value popped.

If the choice is 2, and if the stack is empty without any elements, print "Stack is empty. Cannot pop."

If the choice is 3, print the elements in the stack: "Stack elements (top to bottom): " followed by the space-separated values.

If the choice is 3, and there are no elements in the stack, print "Stack is empty".

If the choice is 4, exit the program and display the following: "Exiting program".

If any other choice is entered, print "Invalid choice".

Refer to the sample input and output for the exact format.

Sample Test Case

Input: 1 3
1 4
3
2
3
4
Output: Pushed element: 3
Pushed element: 4
Stack elements (top to bottom): 4 3
Popped element: 4
Stack elements (top to bottom): 3
Exiting program

Answer

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

struct Node {
    int data;
    struct Node* next;
};

struct Node* top = NULL;

// You are using GCC
void push(int value) {
    struct Node* new_node = (struct Node*)malloc(sizeof(struct Node));
    new_node->data = value;
    new_node->next = top;
    top = new_node;
    printf("Pushed element: %d\n",value);
}
```

```
void pop() {
    if(top == NULL){
        printf("Stack is empty. Cannot pop.\n");
        return;
    }
    int popped_value = top->data;
    struct Node* popped_node = top;
    top = top ->next;
    free(popped_node);
     printf("Popped element: %d\n",popped_value);
}

void displayStack() {
    if(top == NULL){
        printf("Stack is empty\n");
        return;
    }
    printf("Stack elements (top to bottom): ");
    struct Node* current = top;
    while(current != NULL){
        printf("%d",current->data);
        current= current->next;
    }
    printf("\n");
}
int main() {
    int choice, value;
    do {
        scanf("%d", &choice);
        switch (choice) {
            case 1:
                scanf("%d", &value);
                push(value);
                break;
            case 2:
                pop();
                break;
            case 3:
                displayStack();
                break;
            case 4:
                printf("Exiting program\n");
```

```
            return 0;
        default:
            printf("Invalid choice\n");
        }
    } while (choice != 4);

    return 0;
}
```

Status : Correct **Marks : 10/10**

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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_COD_Question 2

Attempt : 1
Total Mark : 10
Marks Obtained : 10

Section 1 : Coding

1. Problem Statement

Sanjeev is in charge of managing a library's book storage, and he wants to create a program that simplifies this task. His goal is to implement a program that simulates a stack using an array.

Help him in writing a program that provides the following functionality:

Add Book ID to the Stack (Push): You can add a book ID to the top of the book stack. Remove Book ID from the Stack (Pop): You can remove the top book ID from the stack and display its details. If the stack is empty, you cannot remove any more book IDs.Display Books ID in the Stack (Display): You can view the books ID currently on the stack.Exit the Library: You can choose to exit the program.

Input Format

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the book onto the stack. If the choice is 1, the following input is a space-separated integer, representing the ID of the book to be pushed onto the stack.

Choice 2: Pop the book ID from the stack.

Choice 3: Display the book ID in the stack.

Choice 4: Exit the program.

Output Format

The output displays messages according to the choice and the status of the stack:

1. If the choice is 1, push the given book ID to the stack and display the corresponding message.
2. If the choice is 2, pop the book ID from the stack and display the corresponding message.
3. If the choice is 2, and if the stack is empty without any book ID, print "Stack Underflow"
4. If the choice is 3, print the book IDs in the stack.
5. If the choice is 3, and there are book IDs in the stack, print "Stack is empty"
6. If the choice is 4, exit the program and display the corresponding message.
7. If any other choice is entered, print "Invalid choice"

Refer to the sample output for the exact text and format.

Sample Test Case

Input: 1 19
1 28
2
3
2
4
Output: Book ID 19 is pushed onto the stack
Book ID 28 is pushed onto the stack

Book ID 28 is popped from the stack
Book ID in the stack: 19
Book ID 19 is popped from the stack
Exiting the program

Answer

```
#include<stdio.h>
#include<stdlib.h>
int MAX_SIZE=100;
int stack[100];
int top = -1;
void push(int value){
   if(top == MAX_SIZE -1){
      return;
   }
   stack[++top] = value;
   printf("Book ID %d is pushed onto the stack\n",value);

}

void pop(){
   if(top == -1){
      printf("Stack Underflow\n");
      return;
   }
   int element = stack[top--];
   printf("Book ID %d is popped from the stack\n",element);
}
void displaystack(){
   if(top == -1){
      printf("Stack is empty\n");
      return;
   }
   printf("Book ID in the stack: ");
   for (int i =top;i>=0;--i){
      printf("%d ",stack[i]);
   }
   printf("\n");
}
int main(){
   int choice,value;
   do{
```

```
        scanf("%d",&choice);
        switch(choice){
            case 1:

                scanf("%d",&value);
                push(value);
                break;
            case 2:
                pop();
                break;
            case 3:
                displaystack();
                break;
            case 4 :
                printf("Exiting the program");
                break;
            default:
            printf("Invalid choice\n");

        }

    }while (choice != 4);
    return 0;
}
```

Status : Correct **Marks : 10/10**

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Email: 241901034@rajalakshmi.edu.in
Roll no: 241901034
Phone: 7550029270
Branch: REC
Department: I CSE (CS) FA
Batch: 2028
Degree: B.E - CSE (CS)

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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_COD_Question 3

Attempt : 1
Total Mark : 10
Marks Obtained : 10

Section 1 : Coding

1. Problem Statement

Sharon is developing a programming challenge for a coding competition. The challenge revolves around implementing a character-based stack data structure using an array.

Sharon's project involves a stack that can perform the following operations:

Push a Character: Users can push a character onto the stack.Pop a Character: Users can pop a character from the stack, removing and displaying the top character.Display Stack: Users can view the current elements in the stack.Exit: Users can exit the stack operations application.

Write a program to help Sharon to implement a program that performs the given operations.

Input Format

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the character onto the stack. If the choice is 1, the following input is a space-separated character, representing the character to be pushed onto the stack.

Choice 2: Pop the character from the stack.

Choice 3: Display the characters in the stack.

Choice 4: Exit the program.

Output Format

The output displays messages according to the choice and the status of the stack:

1. If the choice is 1, push the given character to the stack and display the pushed character having the prefix "Pushed: ".
2. If the choice is 2, undo the character from the stack and display the character that is popped having the prefix "Popped: ".
3. If the choice is 2, and if the stack is empty without any characters, print "Stack is empty. Nothing to pop."
4. If the choice is 3, print the elements in the stack having the prefix "Stack elements: ".
5. If the choice is 3, and there are no characters in the stack, print "Stack is empty."
6. If the choice is 4, exit the program.
7. If any other choice is entered, print "Invalid choice"

Refer to the sample output for formatting specifications.

Sample Test Case

Input: 2
4

Output: Stack is empty. Nothing to pop.

Answer

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

```
#include <stdbool.h>

#define MAX_SIZE 100

char items[MAX_SIZE];
int top = -1;

void initialize() {
   top = -1;
}
bool isFull() {
   return top == MAX_SIZE - 1;
}

bool isEmpty() {
   return top == -1;
}
void push(char c) {
if (isFull()) {
return;
}
top++;
items[top] = c;
printf("Pushed: %c\n", c);
}

void pop() {
if (isEmpty()) {
printf("Stack is empty. Nothing to pop.\n");
} else {
char c = items[top];
top--;
printf("Popped: %c\n", c);
}
}

void display() {
if (isEmpty()) {
printf("Stack is empty.\n");
} else {
printf("Stack elements: ");
for (int i = top; i >= 0; i--) {
```

```
printf("%c ", items[i]);
}
printf("\n");
}
}

int main() {
    initialize();
    int choice;
    char value;

    while (true) {
        scanf("%d", &choice);
        switch (choice) {
            case 1:
                scanf(" %c", &value);
                push(value);
                break;
            case 2:
                pop();
                break;
            case 3:
                display();
                break;
            case 4:
                return 0;
            default:
                printf("Invalid choice\n");
        }
    }
    return 0;
}
```

Status : Correct ***Marks : 10/10***

Rajalakshmi Engineering College

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Email: 241901034@rajalakshmi.edu.in
Roll no: 241901034
Phone: 7550029270
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Department: I CSE (CS) FA
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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_COD_Question 4

Attempt : 1
Total Mark : 10
Marks Obtained : 10

Section 1 : Coding

1. Problem Statement

You are a software developer tasked with building a module for a scientific calculator application. The primary function of this module is to convert infix mathematical expressions, which are easier for users to read and write, into postfix notation (also known as Reverse Polish Notation). Postfix notation is more straightforward for the application to evaluate because it removes the need for parentheses and operator precedence rules.

The scientific calculator needs to handle various mathematical expressions with different operators and ensure the conversion is correct. Your task is to implement this infix-to-postfix conversion algorithm using a stack-based approach.

Example

Input:

a+b

Output:

ab+

Explanation:

The postfix representation of (a+b) is ab+.

Input Format

The input is a string, representing the infix expression.

Output Format

The output displays the postfix representation of the given infix expression.

Refer to the sample output for formatting specifications.

Sample Test Case

Input: a+(b*e)

Output: abe*+

Answer

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

struct Stack {
    int top;
    unsigned capacity;
    char* array;
};

struct Stack* createStack(unsigned capacity) {
    struct Stack* stack = (struct Stack*)malloc(sizeof(struct Stack));

    if (!stack)
```

```
        return NULL;

    stack->top = -1;
    stack->capacity = capacity;
    stack->array = (char*)malloc(stack->capacity * sizeof(char));

    return stack;
}

int isEmpty(struct Stack* stack) {
    return stack->top == -1;
}

char peek(struct Stack* stack) {
    return stack->array[stack->top];
}

char pop(struct Stack* stack) {
    if (!isEmpty(stack))
        return stack->array[stack->top--];
    return '$';
}

void push(struct Stack* stack, char op) {
    stack->array[++stack->top] = op;
}

int isOperand(char ch) {
    return (ch >= 'a' && ch <= 'z') || (ch >= 'A' && ch <= 'Z') || (ch >= '0' && ch <= '9');
}

int Prec(char ch) {
    switch (ch) {
        case '+':
        case '-': return 1;
        case '*':
        case '/': return 2;
        case '^': return 3;
    }
    return -1;
}

void infixToPostfix(char* exp) {
```

```
    struct Stack* stack = createStack(strlen(exp));
    int i, k = -1;
    for (i = 0; exp[i]; i++) {
        if (isOperand(exp[i])) {
            exp[++k] = exp[i];
        } else if (exp[i] == '(') {
            push(stack, exp[i]);
        } else if (exp[i] == ')') {
            while (!isEmpty(stack) && peek(stack) != '(')
                exp[++k] = pop(stack);
            pop(stack);
        } else {
            while (!isEmpty(stack) && Prec(exp[i]) <= Prec(peek(stack)))
                exp[++k] = pop(stack);
            push(stack, exp[i]);
        }
    }
    while (!isEmpty(stack))
        exp[++k] = pop(stack);
    exp[++k] = '\0';
    printf("%s", exp);
}

int main() {
    char exp[100];
    scanf("%s", exp);

    infixToPostfix(exp);
    return 0;
}
```

Status : Correct **Marks : 10/10**

Rajalakshmi Engineering College

Name: Harish Suresh
Email: 241901034@rajalakshmi.edu.in
Roll no: 241901034
Phone: 7550029270
Branch: REC
Department: I CSE (CS) FA
Batch: 2028
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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_COD_Question 5

Attempt : 1
Total Mark : 10
Marks Obtained : 10

Section 1 : Coding

1. Problem Statement

Milton is a diligent clerk at a school who has been assigned the task of managing class schedules. The school has various sections, and Milton needs to keep track of the class schedules for each section using a stack-based system.

He uses a program that allows him to push, pop, and display class schedules for each section. Milton's program uses a stack data structure, and each class schedule is represented as a character. Help him write a program using a linked list.

Input Format

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the character onto the stack. If the choice is 1, the following input is a space-separated character, representing the class schedule to be pushed onto the stack.

Choice 2: Pop class schedule from the stack

Choice 3: Display the class schedules in the stack.

Choice 4: Exit the program.

Output Format

The output displays messages according to the choice and the status of the stack:

- If the choice is 1, push the given class schedule to the stack and display the following: "Adding Section: [class schedule]"
- If the choice is 2, pop the class schedule from the stack and display the following: "Removing Section: [class schedule]"
- If the choice is 2, and if the stack is empty without any class schedules, print "Stack is empty. Cannot pop."
- If the choice is 3, print the class schedules in the stack in the following: "Enrolled Sections: " followed by the class schedules separated by space.
- If the choice is 3, and there are no class schedules in the stack, print "Stack is empty"
- If the choice is 4, exit the program and display the following: "Exiting the program"
- If any other choice is entered, print "Invalid choice"

Refer to the sample output for the exact format.

Sample Test Case

Input: 1 d
1 h
3
2

3
4
Output: Adding Section: d
Adding Section: h
Enrolled Sections: h d
Removing Section: h
Enrolled Sections: d
Exiting program

Answer

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

struct Node {
    char data;
    struct Node* next;
};

struct Node* top = NULL;

void push(char value) {

    struct Node *newNode=(struct Node*)malloc(sizeof(struct Node));

    if(newNode==NULL){
        printf("Stack overflow\n");
        return ;
    }
    newNode->data=value;
    newNode->next=top;
    top=newNode;
    printf("Adding section: %c\n",value);
}
void pop() {
    if(top==NULL){
        printf("Stack is empty.Cannot pop.\n");
        return ;
    }
    struct Node* temp;
    temp=top;
    printf("Removing section:%c\n",temp->data);
    top=top->next;
```

```
    free(temp);
}

void displayStack() {
    if(top==NULL){
        printf("Stack is empty\n");
        return ;
    }
    printf("Enrolled sections:");
    struct Node* current =top;
    while(current!=NULL){
        printf("%c",current->data);
        current=current->next;
    }
    printf("\n");
}

int main() {
    int choice;
    char value;
    do {
        scanf("%d", &choice);
        switch (choice) {
            case 1:
                scanf(" %c", &value);
                push(value);
                break;
            case 2:
                pop();
                break;
            case 3:
                displayStack();
                break;
            case 4:
                printf("Exiting program\n");
                break;
            default:
                printf("Invalid choice\n");
        }
    } while (choice != 4);

    return 0;
}
```

Status : Correct *Marks : 10/10*

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NeoColab_REC_CS23231_DATA STRUCTURES

REC_DS using C_Week 3_CY

Attempt : 1
Total Mark : 30
Marks Obtained : 30

Section 1 : Coding

1. Problem Statement

Suppose you are building a calculator application that allows users to enter mathematical expressions in infix notation. One of the key features of your calculator is the ability to convert the entered expression to postfix notation using a Stack data structure.

Write a function to convert infix notation to postfix notation using a Stack.

Input Format

The input consists of a string, an infix expression that includes only digits(0-9), and operators(+, -, *, /).

Output Format

The output displays the equivalent postfix expression of the given infix expression.

Refer to the sample output for formatting specifications.

Sample Test Case

Input: 1+2*3/4-5

Output: 123*4/+5-

Answer

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

#define MAX_LEN 100

int is_operator(char ch) {
    if (ch == '+' || ch == '-' || ch == '*' || ch == '/')
        return 1;
    return 0;
}

int precedence(char ch) {
    if (ch == '*' || ch == '/')
        return 2;
    else if (ch == '+' || ch == '-')
        return 1;
    else
        return 0;
}

void infixToPostfix(char *infix, char *postfix) {
    char stack[MAX_LEN];
    int top = -1;
    int i, j;

    for (i = 0, j = 0; infix[i] != '\0'; i++) {
        if (isalnum(infix[i])) {
            postfix[j++] = infix[i];
        }
```

```
        else if (is_operator(infix[i])) {
            while (top >= 0 && precedence(stack[top]) >= precedence(infix[i])) {
                postfix[j++] = stack[top--];
            }
            stack[++top] = infix[i];
        }
        else if (infix[i] == '(') {
            stack[++top] = infix[i];
        }
        else if (infix[i] == ')') {
            while (stack[top] != '(') {
                postfix[j++] = stack[top--];
            }
            top--;
        }
    }

    while (top >= 0) {
        postfix[j++] = stack[top--];
    }
    postfix[j] = '\0';
}

int main() {
    char infix[MAX_LEN];
    char postfix[MAX_LEN];
    fgets(infix, MAX_LEN, stdin);

    infix[strcspn(infix, "\n")] = '\0';
    infixToPostfix(infix, postfix);

    printf("%s\n", postfix);

    return 0;
}
```

Status : Correct **Marks : 10/10**

2. Problem Statement

Siri is a computer science student who loves solving mathematical

problems. She recently learned about infix and postfix expressions and was fascinated by how they can be used to evaluate mathematical expressions.

She decided to write a program to convert an infix expression with operators to its postfix form. Help Siri in writing the program.

Input Format

The input consists of a single line containing an infix expression.

Output Format

The output prints a single line containing the postfix expression equivalent to the given infix expression.

Refer to the sample output for the formatting specifications.

Sample Test Case

Input: (2 + 3) * 4

Output: 23+4*

Answer

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

#define MAX_SIZE 100
struct Stack {
    char data[MAX_SIZE];
    int top;
};

void initialize(struct Stack *stack) {
    stack->top = -1;
}

bool is_empty(struct Stack *stack) {
    return stack->top == -1;
}
```

```
bool is_full(struct Stack *stack) {
    return stack->top == MAX_SIZE - 1;
}

void push(struct Stack *stack, char value) {
    if (!is_full(stack)) {
        stack->top++;
        stack->data[stack->top] = value;
    }
}

char pop(struct Stack *stack) {
    if (!is_empty(stack)) {
        char value = stack->data[stack->top];
        stack->top--;
        return value;
    }
    return '\0';
}

char peek(struct Stack *stack) {
    if (!is_empty(stack)) {
        return stack->data[stack->top];
    }
    return '\0';
}

int precedence(char op_char) {
    switch (op_char) {
        case '+':
        case '-':
            return 1;
        case '*':
        case '/':
            return 2;
    }
    return 0;
}

void infix_to_postfix(char *infix, char *postfix) {
    struct Stack operator_stack;
```

```
    initialize(&operator_stack);
    int postfix_index = 0;

    for (int i = 0; infix[i] != '\0'; i++) {
        char current_char = infix[i];

        if (isspace(current_char)) {
            continue;
        } else if (isdigit(current_char)) {
            postfix[postfix_index++] = current_char;
        } else if (current_char == '(') {
            push(&operator_stack, current_char);
        } else if (current_char == ')') {
            while (!is_empty(&operator_stack) && peek(&operator_stack) != '(') {
                postfix[postfix_index++] = pop(&operator_stack);
            }
            pop(&operator_stack);
        } else {
            while (!is_empty(&operator_stack) && precedence(peek(&operator_stack))
>= precedence(current_char)) {
                postfix[postfix_index++] = pop(&operator_stack);
            }
            push(&operator_stack, current_char);
        }
    }

    while (!is_empty(&operator_stack)) {
        postfix[postfix_index++] = pop(&operator_stack);
    }

    postfix[postfix_index] = '\0';
}

int main() {
    char infix[MAX_SIZE];
    char postfix[MAX_SIZE];

    fgets(infix, MAX_SIZE, stdin);

    infix_to_postfix(infix, postfix);

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

```
    return 0;
}
```

Status : Correct ***Marks : 10/10***

3. Problem Statement

Rithi is building a simple text editor that allows users to type characters, undo their typing, and view the current text. She has implemented this text editor using an array-based stack data structure.

She has to develop a basic text editor with the following features:

Type a Character (Push): Users can type a character and add it to the text editor.Undo Typing (Pop): Users can undo their typing by removing the last character they entered from the editor.View Current Text (Display): Users can view the current text in the editor, which is the sequence of characters in the buffer.Exit: Users can exit the text editor application.

Write a program that simulates this text editor's undo feature using a character stack and implements the push, pop and display operations accordingly.

Input Format

The input consists of integers corresponding to the operation that needs to be performed:

Choice 1: Push the character onto the stack. If the choice is 1, the following input is a space-separated character, representing the character to be pushed onto the stack.

Choice 2: Pop the character from the stack.

Choice 3: Display the characters in the stack.

Choice 4: Exit the program.

Output Format

The output displays messages according to the choice and the status of the stack:

1. If the choice is 1, print: "Typed character: <character>" where <character> is the character that was pushed to the stack.
2. If the choice is 2, print: "Undo: Removed character <character>" where <character> is the character that was removed from the stack.
3. If the choice is 2, and if the stack is empty without any characters, print "Text editor buffer is empty. Nothing to undo."
4. If the choice is 3, print: "Current text: <character1> <character2> ... <characterN>" where <character1>, <character2>, ... are the characters in the stack, starting from the last pushed character.
5. If the choice is 3, and there are no characters in the stack, print "Text editor buffer is empty."
6. If the choice is 4, exit the program.
7. If any other choice is entered, print "Invalid choice"

Refer to the sample output for formatting specifications.

Sample Test Case

Input: 1 H
1 A
3
4

Output: Typed character: H
Typed character: A
Current text: A H

Answer

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

#define MAX_TEXT_LENGTH 100

char textStack[MAX_TEXT_LENGTH];
int stackTop = -1;

void initialize() {
    stackTop = -1;
}
```

```
bool isFull() {
    return stackTop == MAX_TEXT_LENGTH - 1;
}

bool isEmpty() {
    return stackTop == -1;
}

void pushCharacter(char value) {
    if (!isFull()) {
        textStack[++stackTop] = value;
        printf("Typed character: %c\n", value);
    }
}

void popCharacter() {
    if (!isEmpty()) {
        char removed = textStack[stackTop--];
        printf("Undo: Removed character %c\n", removed);
    } else {
        printf("Text editor buffer is empty. Nothing to undo.\n");
    }
}

void view() {
    if (isEmpty()) {
        printf("Text editor buffer is empty.\n");
    } else {
        printf("Current text: ");
        for (int i = stackTop; i >= 0; i--) {
            printf("%c ", textStack[i]);
        }
        printf("\n");
    }
}

int main() {
    int choice;
    char input;

    initialize();
```

```
    while (true) {
        if (scanf("%d", &choice) != 1) {
            while (getchar() != '\n');
            continue;
        }

        switch (choice) {
            case 1:
                scanf(" %c", &input);
                pushCharacter(input);
                break;
            case 2:
                popCharacter();
                break;
            case 3:
                view();
                break;
            case 4:
                return 0;
            default:
                printf("Invalid choice\n");
        }
    }

    return 0;
}
```

Status : Correct **Marks : 10/10**