PHW2-1

#include <stdio.h>

#include <stdlib.h>

// Structure to create a node with data and next pointer

struct Node {

int data;

struct Node\* next;

};

Node\* top = NULL;

// Push() operation on a stack

void push(int value) {

struct Node\* newNode;

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

newNode->data = value; // assign value to the node

if (top == NULL) {

newNode->next = NULL;

}

else {

newNode->next = top; // Make the node as top

}

top = newNode; // top always points to the newly created node

}

int pop() {

if (top == NULL) {

printf("\nStack Underflow\n");

}

else {

struct Node\* temp = top;

int temp\_data = top->data;

top = top->next;

free(temp);

return temp\_data;

}

}

void display() {

// Display the elements of the stack

if (top == NULL) {

printf("\nStack Underflow\n");

}

else {

printf("The Binary number is ");

struct Node\* temp = top;

while (temp->next != NULL) {

printf("%d", temp->data);

temp = temp->next;

}

printf("%d\n\n", temp->data);

}

}

void devided\_by\_2(int demical) {

if (demical != 0) {

push(demical % 2);

devided\_by\_2(demical / 2);

}

}

int main() {

int demical;

printf("Enter a Demical number: ");

scanf\_s("%d", &demical);

devided\_by\_2(demical);

display();

}

텍스트이(가) 표시된 사진

자동 생성된 설명

텍스트이(가) 표시된 사진

자동 생성된 설명

텍스트이(가) 표시된 사진

자동 생성된 설명

텍스트이(가) 표시된 사진

자동 생성된 설명

텍스트이(가) 표시된 사진

자동 생성된 설명

PHW2-2

#include <stdio.h>

#include <stdlib.h>

// Structure to create a tree

struct Node {

int data;

struct Node\* Lptr;

struct Node\* Rptr;

};

struct Node\* root = NULL;

int main() {

int tree\_level;

int key;

int child\_key;

printf("Please type tree level: ");

scanf("%d", &tree\_level);

printf("Please type key: ");

scanf("%d", &key);

printf("Please type tree child key: ");

scanf("%d", &child\_key);

return 0;

}