

BI-EP — Efficient Programming



2008 Canadian Computing Competition, Stage 1 (adapted)

Polish Notation

polish.c, polish.C, polish.java

Prefix notation is a non-conventional notation for writing arithmetic expressions. The standard way of writing arithmetic expressions, also known as infix notation, positions a binary operator between the operands, e.g., 3 + 4, while in prefix notation the operator is positioned before the operands, e.g., + 3 + 4. Similarly, the prefix notation for 5 - 2 is - 5 + 2.

A nice property of prefix expressions with binary operators is that parentheses are not required since there is no ambiguity about the order of operations. For example, the prefix representation of 5 - (4 - 2) is - 5 - 4 2, while the prefix representation of (5 - 4) - 2 is - - 5 4 2. The prefix notation is also known as *Polish notation*, due to Jan Łukasiewicz, a Polish logician, who invented it around 1920.

Similarly, in *postfix* notation, or *reverse Polish notation*, the operator is positioned after the operands. For example, postfix representation of the infix expression (5-4)-2 is 5–4–2.

Your task is to write a program that translates a prefix arithmetic expression into a postfix arithmetic expression.

Input Specification

Each line contains an arithmetic prefix expression. The operators are "+", "-", "*", and "/", and numbers are all single-digit decimal numbers. The operators and numbers are separated by exactly one space with no leading spaces on the line. The end of input is marked by "0" on a single line. You can assume that each input line contains a valid prefix expression with less than 200 operators.

Output Specification

Translate each expression into postfix notation and produce it on a separate line. The numbers and operators are separated by at least one space. The final 0 is not translated.

Sample Input

Output for Sample Input

_	_	5	4	2								5	4	-	-	2	_		
7												7							
+	1	2										1	2	-	۲				
-	2	2										2	2	-	-				
*	2	-	2	1								2	2		1	-	*		
-	/	3	+	2	1	9						3	2		1	+	/	9	-
0																			