

# Jaskirat Singh

## 2020CSC1008

### STACK USING LINKED LIST

```
#include <iostream>
```

```
#include<cstring>
```

```
using namespace std;
```

```
struct Node{
```

```
    char data;
```

```
    struct Node * next;
```

```
}*top=NULL;
```

```
void Push(char x)
```

```
{  struct Node* p=new Node;
```

```
    if(p==NULL)
```

```
        cout<<"\nStack Overflow";
```

```
    else{
```

```
        p->data=x;
```

```
        p->next=top;
```

```
        top=p;
```

```
    }
```

```
}
```

```
char Pop(){
```

```
    char x=-1;
```

```
    struct Node * p;
```

```
    if(top==NULL)
```

```
        cout<<"\nStack is Empty";
```

```

else{
    p=top;
    x=p->data;
    top = top->next;
    delete p;
}
return x;
}

```

```

int isEmpty(){
    return top?0:1;
}

```

```

int Pre(char ch)
{

```

```

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

```

```

char * InToPost(char *infix){
    char *postfix = new char[strlen(infix)+1];
    int i=0,j=0;
    while(infix[i]!='\0')
    {
        if(Pre(infix[i])==0) // if char is operand then push into postfix array

        postfix[j++] = infix[i++]; // you were not using j++ with postfix array
    }
}

```

```

else{

    if(isEmpty()==1) // if stack is empty then push into Stack

        Push(infix[i++]);
    else
    {
        if(Pre(infix[i])>=Pre(top->data)) // If coming operator has same or less predence then push
into Stack
            Push(infix[i++]);
        else{
            while(Pre(infix[i])<=Pre(top->data))
                postfix[j++]= Pop();
        }
    }
}

while(!isEmpty())
    postfix[j++]=Pop();
postfix[j] = '\0';
return postfix;
}

```

```

int input()
{
    cout<<" 1. To push element in stack. \n 2. To pop first element from stack \n 3. To change
expression \n 4. If you want to exit. \n ";

    int choice;

    cout<<"Enter: ";

    cin>>choice;

    cout<<"\n";
}

```

```
    return choice;
}
```

```
int main(){
    int choice= input();
    while(choice!=4)
    {
        switch(choice)
        {
            case 1:
            {
                char x;
                cout<<" Enter element to push: ";
                cin>>x;
                Push(x);
                choice= input();
                break;
            }
            case 2:
            {
                cout << Pop() << " popped from stack\n";
                choice= input();
                break;
            }
            case 3:
            {
                cout<<"Enter expression to convert: ";
                char *infix = new char[30];
                cin>>infix;
                cout<<"\n The changed expression is: "<<InToPost(infix)<<endl;
                choice= input();
            }
        }
    }
}
```

```

        break;

    }

    case 4:

    {

        choice= input();

        break;

    }

    default:

    cout<<"Wrong choice!";

    }

}

```

```

Enter: 1

Enter element to push: d
1. To push element in stack.
2. To pop first element from stack
3. To change expression
4. If you want to exit.
Enter: 1

Enter element to push: u
1. To push element in stack.
2. To pop first element from stack
3. To change expression
4. If you want to exit.
Enter: 2

u popped from stack
1. To push element in stack.
2. To pop first element from stack
3. To change expression
4. If you want to exit.
Enter: 3

Enter expression to convert: b*c+d*f

The changed expression is: bc*df*d
1. To push element in stack.
2. To pop first element from stack
3. To change expression
4. If you want to exit.
Enter: 2

Stack is Empty♦popped from stack
1. To push element in stack.
2. To pop first element from stack
3. To change expression
4. If you want to exit.
Enter:

```