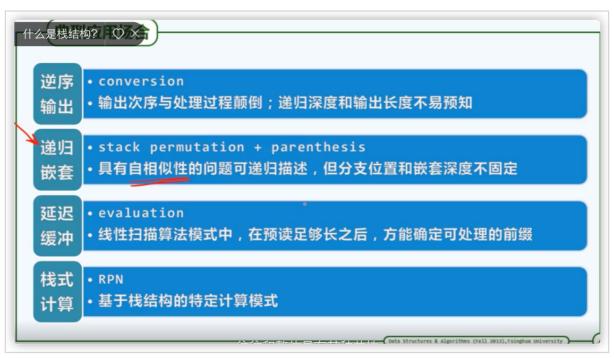
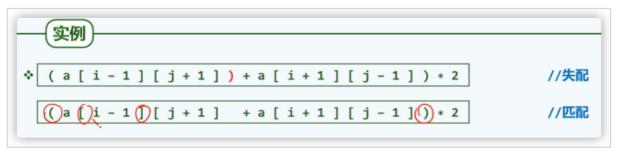
04-D 括号匹配

#数据结构邓神



实例



我们可以忽略除了括号的另外符号

尝试



这些性质我们都很难使用之前的策略



分别否定了减而治之和分而治之



构思



用栈处理



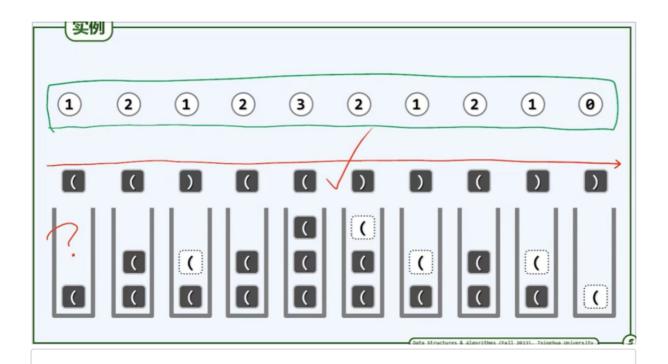
最后条件就是如果栈非空或者中间遇到不匹配的就是不配 最后如果栈是空的表示匹配

应用

```
$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\square$\sq
```

```
bool paren(const char exp[],int lo,int hi){
    stack<char> S;
    for (int i = lo; i < hi; ++i) {
        if ('(' == exp[i]){
            S.push(exp[i]);
        }else if (!S.empty()){
            S.pop();
        }else {
            return false;
        }
    }
    return S.empty();
}</pre>
```

实例



为什么要用到栈呢?

为什么不使用一个计数器呢

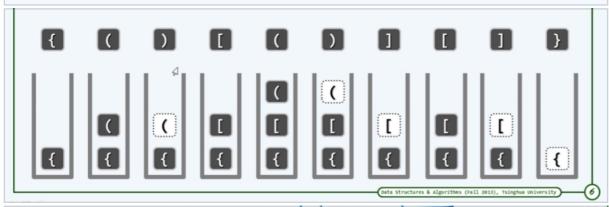
每次遇到左括号则是+1,每次右括号就-1,最后减1,也可以解决

栈可以处理比这个问题更加复杂的问题

也就是多种甚至是任意种括号的并存的结构

而计数器则无法处理

- 以上思路及算法,可便捷地推广至多种括号并存的情况
- ◇ 可否,使用多个计数器?不行,反例: [(])



❖ 甚至,只需约定"括号"的通用格式,而不必事先<mark>固定</mark>括号的类型与数目

比如:<body>|</body>, <h1>|</h1>, |, |, |, ...