

22/12/23

```

1. // infix to postfix
#include <stdio.h>
#include <stdlib.h>
#include <ctype.h>
#include <string.h>
#define max 100
char s[max];
int top = -1;
void push(char value)
{
    s[++top] = value;
}
char pop()
{
    char value = '';
    if (top == -1)
        return value;
    else
        return s[top--];
}
int pre(char value)
{
    if (value == 'A')
        return 3;
    else if (value == '*' || value == '/')
        return 2;
    else if (value == '+' || value == '-')
        return 1;
    else
        return 0;
}
    
```



```
void convert(char infix[], char postfix[])
```

```
{
```

```
    int i=0, j=0;
```

```
    char x;
```

```
    while (infix[i] != '\0')
```

```
    { if (infix[i] == '(')
```

```
        push(infix[i]);
```

```
        i++;
```

```
    }
```

```
    else if (infix[i] == ')')
```

```
    {
```

```
        while (s[top] != '(' && (top != -1))
```

```
        {
```

```
            postfix[j++] = pop();
```

```
        }
```

```
        x = pop();
```

```
        i++;
```

```
    }
```

```
    else if (isalnum(infix[i]))
```

```
    {
```

```
        postfix[j++] = infix[i];
```

```
        i++;
```

```
    }
```

```
    else
```

```
    {
```

```
        while (s[top] != '(' && (top != -1) && (prec[s[top]] >= prec[infix[i]]))
```

```
        {
```

```
            postfix[j++] = pop();
```

```
        }
```

```
        push(infix[i]);
```

```
        i++;
```

```
    }
```

```
}
```



```
while ((s[top] != '(') && (top != -1))
```

```
    postfix[j++] = pop();
```

```
    postfix[j] = '\0';
```

```
}
```

```
void main()
```

```
{
```

```
    char infix[100], postfix[100];
```

```
    printf("enter the exp:");
```

```
    scanf("%s", infix);
```

```
    convert(infix, postfix);
```

```
    printf("postfix:");
```

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

```
}
```

O/P

enter the exp: ((a*b)+c-d)

postfix: ab*c+d-

2. // postfix evaluation.

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

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

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

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

```
#define max 100
```

```
char s[max]
```

```
int top = -1;
```

```
void push(int value)
```

```
{
```

```
    if (top == max-1)
```

```
        printf("overflow, cant push");
```

```

else {
    s[++top] = value;
}

```

```

}
int pop()
{

```

```

    int value;
    if (top == -1)
    {

```

```

        printf("stack underflow, cant pop\n");
        exit(1);
    }

```

```

    else {
        value = s[top--];
        return value;
    }
}

```

```

}
int main()
{

```

```

    char exp[100];
    char *e;
    int value = 0;
    printf("enter the exp");
    scanf("%s", exp);
    e = exp;
    while (*e != '\0')
    {

```

```

        if (isdigit(*e))
        {

```

```

            int num = *e - '0';
            push(num);
        }

```

```

    }
    else {

```



```

char op1 = pop();
char op2 = pop();
switch (*e)
{
    case '+': value = op1 + op2;
              break;
    case '-': value = op1 - op2;
              break;
    case '*': value = op1 * op2;
              break;
    case '/': value = op1 / op2;
              break;
}
push(value);
e++;
}
printf("eval: %d", pop());
}

```

o/p

enter the exp: $12 * 3 + 5 -$
eval: 9

3 // linear queue . queue

#include <stdio.h>

#include <stdlib.h>

#define max 4

int rear = -1;

int front = -1;

int q[max];

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```
void enqueue(int x)
```

```
{
```

```
    if (rear == max - 1)
```

```
        printf("queue overflow\n");
```

```
    else if (front == -1 && rear == -1)
```

```
    {
```

```
        front = rear = 0;
```

```
    }
```

```
    else {
```

```
        rear++;
```

```
    }
```

```
    q[rear] = x;
```

```
}
```

```
int dequeue()
```

```
{
```

```
    int x = -1
```

```
    if (front == -1 || front > rear)
```

```
    {
```

```
        printf("\n underflow");
```

```
        return -1;
```

```
    }
```

```
    else
```

```
    {
```

```
        x = q[front];
```

```
        front++;
```

```
        if (front > rear)
```

```
            front = rear = -1;
```

```
        return x;
```

```
    }
```

```
}
```

```
void display()
```

```
{
```



```
if (front == -1) front > rear) {
    printf("\n underflow");
}
```

```
else
{
```

```
for (int i = front; i <= rear; i++)
```

```
{
    printf("%d\t", q[i]);
}
```

```
}
```

```
}
```

```
void main()
```

```
{
```

```
int c, no, x;
```

```
while(1)
```

```
{
```

```
printf("enter 1 for insert 2 for delete 3 for display 4 for exit\n");
```

```
printf("enter the choice:");
```

```
scanf("%d", &c);
```

```
switch(c)
```

```
{
```

```
case 1: printf("enter the no:");
```

```
scanf("%d", &no);
```

```
enqueue(no);
```

```
break;
```

```
case 2: x = dequeue();
```

```
if (x != -1)
```

```
{
```

```
printf("%d is popped\n", x);
```

```
}
```

```
break;
```

```
case 3: display();
```

```
break;
```



```
case 4: exit(0);  
default: printf("invalid\n");  
break;
```

```
}
```

```
}
```

```
}
```

Output

enter 1 for insert 2 for delete 3 for display 4 for exit
enter the choice: 1

enter the no: 10

enter 1 for insert 2 for delete 3 for display 4 for exit

enter the choice: 1

enter the no: 20

enter 1 for insert 2 for delete 3 for display 4 for exit

enter the choice: 1

enter the no: 30

enter 1 for insert 2 for delete 3 for display 4 for exit

enter the choice: 1

10 20 30 enter 1 for insert 2 for delete 3 for display 4 for exit

enter the choice: 1

enter the no: 40

enter 1 for insert 2 for delete 3 for display 4 for exit

enter the choice: 1

enter the no: 50

we use interface

enter 1 for insert 2 for delete 3 for display 4 for exit

enter the choice: 2

10 is popped

enter 1 for insert 2 for delete 3 for display 4 for exit

enter the choice: 4.

SP-1