ExpressionManager

#expression:string

#postfixExpression:string

#infixExpression:string

#c:char

#op:char

#opand\_stack: stack<string>

#operand\_stack: stack<int>

#operator\_stack: stack<char>

#is\_op(char c): bool

#precedence(char op): int

#eval\_op(char op): int

#process\_operator(char op):void

+is\_open(char c):bool

+is\_close(char c):bool

<<interface>>

ExpressionManagerInterface

*+ isBalanced(string expression):bool*

*+postfixToInfix(string postfixExpression):string*

*+postfixEvaluate(string postfixExpression):string*

*+infixToPostfix(string infixExpression):string*