Practical 10

#include <iostream>

using namespace std;

class stack

{

public:

char stack\_array[50];

int top;

stack()

{

top = -1;

}

void push(char symbol)

{

if (full())

cout << "\nStack overflow:\n";

else

{

top = top + 1;

stack\_array[top] = symbol;

}

}

char pop()

{

if (empty())

return ('#'); // Return value '#' indicates stack is empty

else

return (stack\_array[top--]);

}

int empty()

{

if (top == -1)

return (1);

else

return (0);

}

int full()

{

if (top == 49)

return (1);

else

return (0);

}

private:

char infix[50];

char postfix[50];

public:

void read()

{

cout << "\nEnter an infix expression:";

cin >> infix;

}

int white\_space(char symbol)

{

if (symbol == ' ' || symbol == '\t' || symbol == '\0')

return 1;

else

return 0;

}

void ConvertToPostfix()

{

int prev, p;

char entry;

p = 0;

for (int i = 0; infix[i] != '\0'; i++)

{

if (!white\_space(infix[i]))

{

switch (infix[i])

{

case '(':

push(infix[i]);

break;

case ')':

while ((entry = pop()) != '(')

postfix[p++] = entry;

break;

case '+':

case '-':

case '\*':

case '/':

if (!empty())

{

prev = prior(infix[i]);

entry = pop();

while (prev <= prior(entry))

{

postfix[p++] = entry;

if (!empty())

entry = pop();

else

break;

}

if (prev > prior(entry))

push(entry);

}

push(infix[i]);

break;

default:

postfix[p++] = infix[i];

break;

}

}

}

while (!empty()) //while stack is not empty

postfix[p++] = pop();

postfix[p] = '\0';

cout << "\nThe postfix expression is: " << postfix << endl;

}

int prior(char symbol)

{

switch (symbol)

{

case '/':

return (4); // Precedence of / is 4

case '\*':

return (3); // Precedence of \* is 3

case '+':

return (2); // Precedence of + is 2

case '-':

return (1); // Precedence of - is 1

case '(':

return (0); // Precedence of ( is 0

default:

return (-1);

}

}

};

int main()

{

char choice = 'y';

stack expr;

while (choice == 'y')

{

expr.read();

expr.ConvertToPostfix();

cout << "\n\nDo you want to continue ? (y/n): ";

cin >> choice;

}

return 0;

}

