```
//
     附录 一些典型算法的程序实例
// 本附录中的所有源程序文件可通过 e-mail 向读者发送,如有任何问题、要求或建议,欢
迎给作者发 e-mail, 作者的 e-mail 地址是 bxjsyjs@hotmail.com。请读者注明 e-mail 接收地址。
// 以下各节中的程序基本上与本书前面各章节相对应,读者在学完相关章节后,做对应
的上机实习程序。
// 为了保证每个程序的完整性,使得都能单独运行,下列各节中不同的程序之间有很多
重复的代码和相同的 C 函数, 尤其是一些输入/输出函数。这样安排的好处是读者可以任意
选择一个范例程序,而不用阅读这一范例程序以外的其它内容。所以请读者在输入程序时注
意,对相同的代码和 C 函数可直接在文件之间拷贝。
//
  §1 一个用于数学函数值计算的 C 函数 — 求任意数学函数 f(x)和 f(x,y)的值
//
// 任意输入一个数学函数的表达式,在输入自变量的值后,计算出数学函数表达式的值
这在很多情况下都会遇到。例如,一元函数 y=2\sin x+1,求 x=5 时的函数值 y; 或二元函数
z=3\cos(x+1)+y,求 x=2,y=3 时的函数值 z; 或三元函数 q=2x+3y+\sin(z+2x),求 x=1,y=2,z=3 时
的函数值q。
// 以下程序中的三个 C 函数 float f(float x)、float f(float x,float y)和 float f(float x,float y,float
z) 分别实现一元函数、二元函数和三元函数值的计算(因为这三个 C 函数的名字相同,都
为 f,只是参数个数不同,这用到了 C++中函数重载的功能,所以要用 C++编绎,即源程序
文件的扩展名应取 CPP)。
// 程序实现中用到了"编绎原理"中有关表达式编绎的知识,包括表达式的词法分析、语
法分析和语义生成,有兴趣的读者请参阅有关书籍。
// 程序运行后,数学函数的输入格式采用 C 语言算术表达式的格式,例如对于一元函数
y=2sinx+1, 则输入 2*sin(x)+1; 对于二元函数 z=3cos(x+1)+y, 则输入 3*cos(x+1)+y; 对于
三元函数 q=2x+3(y-2)+\sin(z+x),则输入 2*x+3*(y-2)+\sin(z+2*x)等等。
// 需要提醒读者注意的是,本程序的语法分析功能极其有限,仅仅提供了一个语法分析
的 C 函数接口,有兴趣的读者可以自己添加语法分析代码。所以对错误的 C 语言表达式输
入,大多不能报错。因此,使用时务必输入正确的 C 语言表达式。
// 下列程序是实现 C 语言算术表达式计算的函数,文件名取为 expressi .cpp。使用方式有
二种,一是加入到读者的 project 中;二是用 #include "expressi.cpp" 语句包含到读者的源程
序文件中。本章的范例程序采用后者。所以,如果范例程序中有#include "expressi.cpp"语句,
则读者应首先把以下程序输入到计算机中,并用文件名 expressi.cpp 存盘。
//计算 C 语言算术表达式程序,用于一元或多元函数值的计算
#include <stdio.h>
#include <conio.h>
```

#include <math.h>
#include <string.h>

```
#define ADD
                 0xff01
#define SUB0xff02
#define MUL
                 0xff03
#define DIV 0xff04
#define LEFT PARENTHESES 0xff05
#define RIGHT PARENTHESES 0xff06
#define COMMA 0xff07
#define ADD1 0xff07
#define SUB1 0xff08
#define EQU 0xff09
#define SIN 0xff10
#define COS0xff11
#define TAN0xff12
#define ASIN 0xff13
#define ACOS 0xff14
#define ATAN 0xff15
#define EXP 0xff16
#define LOG 0xff17
#define POW 0xff18
#define SQRT 0xff19
#define FABS 0xff1a
#define FACTORIAL
                      0xff1b
#define MINUS
                 0xff1c
struct OPERATOR_FUNCTION_NAME_LIST
    char Name[32];
    int Code;
    int Pri;
    int NumOfOper;
}OF Name[] =
    { "+",
             0xff01, 1, 2},
    { "-",
             0xff02, 1, 2},
    { "*",
             0xff03, 2, 2},
    { "/",
             0xff04, 2, 2},
    { "(",
             0xff05, 4, 0},
    { ")",
             0xff06, 0, 0},
    { ",",
             0xff07, 0, 0},
    \{ "sin", 0xff10, 3, 1 \},
    \{ \text{"cos"}, 0xff11, 3, 1 \},
```

```
\{ \text{"tan"}, 0xff12, 3, 1 \},
                      { \text{"asin"}, 0xff13, 3, 1 },
                      \{ \text{"acos"}, 0xff14, 3, 1 \},
                      \{ \text{"atan"}, 0xff15, 3, 1 \},
                      \{ \text{"exp"}, 0 \text{xff16}, 3, 1 \},
                      \{ \text{"log"}, 0xff17, 3, 1 \},
                      \{ \text{"pow"}, 0xff18, 3, 2 \},
                      { "sqrt", 0xff19, 3, 1 },
                      { "fabs", 0xff1a, 3, 1 },
                      { "factorial", 0xff1b, 3, 1 },
                      { "minus", 0xff1c, 5, 1 },
                     { "", 0, 0 }
};
float Factorial(float n)
  {
                     float Result,ftmp;
                     ftmp=n;
                     Result=1.;
                     while(ftmp>1.)
                                          Result*=ftmp;
                                          ftmp-=1.;
                     return(Result);
}
int NextWordLen(char e[])
  {
                    int i;
                     if(e[0]=='+'||e[0]=='-'||e[0]=='*'||e[0]=='/'||
                                          e[0]=='('||e[0]==')'||e[0]==',')
                                          return 1;
                    else
                      {
                                          i=0;
                                          do
                                                               ++i;
                                           \} while (e[i]!='+'\&\&e[i]!='-'\&\&e[i]!='*'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'\&e[i]!='/'
                                                                                    e[i]! = '('\&\&e[i]! = ')'\&\&e[i]! = ', '\&\&e[i]! = '\setminus 0');
                                          return i;
```

```
}
int Check_OF_Name_List(char Word[])
    int i;
    i=0;
    while(OF_Name[i].Name[0]!=0)
         if(strcmp(Word,OF_Name[i].Name)==0)
              return(OF_Name[i].Code);
         ++i;
    }
    return 1;
}
int CheckOrAddVarNameList(char Word[],char VarNameList[][32])
{
    int i;
    i=0;
    while(VarNameList[i][0]!=0)
         if(strcmp(Word,VarNameList[i])==0)
              return(i);
         ++i;
    }
    strcpy(VarNameList[i],Word);
    VarNameList[i+1][0]='\0';
    return(i);
}
int GetFormated_C_Expression(char C_Expression[],int Fmt_C_Exp[],
                                     char VarNameList[][32])
{
    int i,i1,j,WordLen;
    char Word[32];
    i=0;
    j=0;
    while(C_Expression[i]!=0)
```

```
{
                                        WordLen=NextWordLen(&C_Expression[i]);
                                        strncpy(Word,&C Expression[i],WordLen);
                                        Word[WordLen]='\0';
                                        i1=Check_OF_Name_List(Word);
                                        if(i1<0)
                                                            Fmt C Exp[j]=i1;
                                                            if (i1 == SUB \&\& (Fmt\_C\_Exp[j-1] == LEFT\_PARENTHESES || Fmt\_C\_Exp[j-1] == LEFT\_PARENTHESES || Fmt\_C\_Exp[j-
1]==COMMA))
                                                                                Fmt_C_Exp[j]=MINUS;
                                         }
                                        else
                                                            Fmt_C_Exp[j]=CheckOrAddVarNameList(Word,VarNameList);
                                        ++j;
                                        i+=WordLen;
                    Fmt_C_Exp[j]=0xffff;
                    return 0;
}
int OperNum(int Code)
  {
                    int i;
                    i=0;
                    while(OF_Name[i].Code!=0)
                                        if(Code==OF_Name[i].Code)
                                                            return(OF Name[i].NumOfOper);
                                        ++i;
                    }
                    return 0;
}
int IsValidExpression(int Fmt_C_Exp[],char VarNameList[][32])
  {
                    int i, Valid, Parentheses;
                    Parentheses=0;
                    Valid=0;
```

```
i=0;
               while(Fmt C Exp[i]!=0xffff)
                {
                              if(((Fmt C Exp[i]>=0xff01&&Fmt C Exp[i]<=0xff04)||Fmt C Exp[i]==MINUS)&&
                                                                         (((Fmt_C_Exp[i-1] >= 0xff01\&\&Fmt_C_Exp[i-1] <= 0xff04) ||Fmt_C_Exp[i-1] <= 0xff04) ||Fmt_C_Exp[i-1] <= 0xff04 ||Fmt_C_Exp[i-1] 
1]==MINUS)||
                                              ((Fmt \ C \ Exp[i+1] \ge 0xff01\&\&Fmt \ C \ Exp[i+1] \le 0xff04)||
Fmt C Exp[i+1]==MINUS)))
                                              Valid=1;
                              if(Fmt \_C\_Exp[i] \!\! = \!\! -LEFT\_PARENTHESES) \!\! + \!\! + \!\! Parentheses;
                              if(Fmt C Exp[i]==RIGHT PARENTHESES)--Parentheses;
                              /*Other Invalid Case can be added here Or
                              rewrite this function at all by user!,
                              Otherwise, You must input a correct C Expression!*/
                              /*************/
                              ++i;
               if(Parentheses!=0)Valid=1;
               return(Valid);
}
int Pri(int Code)
 {
               int i;
               i=0;
               while(OF Name[i].Code!=0)
                              if(Code==OF Name[i].Code)
                                              return(OF_Name[i].Pri);
                              ++i;
               }
               return 0;
}
int GetOperatorSerials(int Fmt C Exp[],int OperatorSerials[][4],int VarP)
               int OperP;
               int i,j;
               int O Stack[200],O P;
```

```
int V Stack[200], V P;
int itmp1;
OperP=0;
O P=0;
V P=0;
i=0;
while(Fmt C Exp[i]!=0xffff)
{
    if(Fmt C Exp[i]<2000&&Fmt C Exp[i]>=0)
        V_Stack[V_P]=Fmt_C_Exp[i];
        ++V P;
    }
    else
        if(Fmt C Exp[i]!=LEFT PARENTHESES)
             while(O\_P>0\&\&Pri(Fmt\_C\_Exp[i]) <= Pri(O\_Stack[O\_P-1]))
             {
                 if(O_Stack[O_P-1]==LEFT_PARENTHESES&&
                      Fmt_C_Exp[i]==RIGHT_PARENTHESES)
                 {
                     --O_P;
                     break;
                 if(O Stack[O P-1]!=LEFT PARENTHESES)
                 {
                      switch(OperNum(O Stack[O P-1]))
                      {
                          case 0:
                              --O P;
                              break;
                          case 1:
                              OperatorSerials[OperP][0]=O Stack[O P-1];
                              OperatorSerials[OperP][1]=V_Stack[V_P-1];
                              OperatorSerials[OperP][3]=VarP;
                              V Stack[V P-1]=VarP;
                              ++VarP;
                              ++OperP;
                              --O P;
                              break;
                          case 2:
                              OperatorSerials[OperP][0]=O Stack[O P-1];
                              OperatorSerials[OperP][2]=V Stack[V P-1];
```

```
OperatorSerials[OperP][1]=V_Stack[V_P-2];
                                    OperatorSerials[OperP][3]=VarP;
                                    V Stack[V P-2]=VarP;
                                    ++VarP;
                                    --V P;
                                    ++OperP;
                                    --O P;
                                    break;
                       }
                       else
                           break;
             if(Fmt\_C\_Exp[i]! = RIGHT\_PARENTHESES)
                  O_Stack[O_P]=Fmt_C_Exp[i];
                  ++O P;
         }
         ++i;
    OperatorSerials[OperP][0]=0;
    return 0;
}
int VarNameListLen(char VarNameList[][32])
{
    int Length;
    Length=0;
    while(VarNameList[Length][0]!='\0')++Length;
    return(Length);
}
int MakeFunction(char C_Expression[],int OperatorSerials[][4],
                       char VarNameList[][32])
{
    int Fmt C Exp[1000];
    GetFormated C Expression(C Expression,Fmt C Exp,VarNameList);
    if(IsValidExpression(Fmt C Exp,VarNameList))return 1;
    GetOperatorSerials(Fmt C Exp,OperatorSerials,VarNameListLen(VarNameList));
```

```
return 0;
}
void SetVarInitValue(char VarNameList[][32],float VarsSpace[])
     int i;
     i=0;
     while(VarNameList[i][0]!='\0')
          if(VarNameList[i][0] \ge 0\%\&VarNameList[i][0] \le 9)
           VarsSpace[i]=atof(VarNameList[i]);
          else
//
               printf("\nInput: %s=",VarNameList[i]);
//
               scanf("%f",&VarsSpace[i]);
//=
          }
          ++i;
}
float CalculationOfSerials(int OperatorSerials[][4],float VarsSpace[])
     int i;
     float a,b;
     i=0;
     while(OperatorSerials[i][0]!=0)
         a=VarsSpace[OperatorSerials[i][1]];
          b=VarsSpace[OperatorSerials[i][2]];
          switch(OperatorSerials[i][0])
               case EQU:
                    VarsSpace[OperatorSerials[i][3]]=a;
                   break;
               case ADD:
                    VarsSpace[OperatorSerials[i][3]]=a+b;
                   break;
               case ADD1:
                    VarsSpace[OperatorSerials[i][3]]=+a;
                   break;
```

```
case SUB:
     VarsSpace[OperatorSerials[i][3]]=a-b;
    break;
case SUB1:
    VarsSpace[OperatorSerials[i][3]]=-a;
    break;
case MUL:
    VarsSpace[OperatorSerials[i][3]]=a*b;
    break;
case DIV:
    VarsSpace[OperatorSerials[i][3]]=a/b;
    break;
case SIN:
    VarsSpace[OperatorSerials[i][3]]=sin(a);
case COS:
     VarsSpace[OperatorSerials[i][3]]=cos(a);
case TAN:
     VarsSpace[OperatorSerials[i][3]]=tan(a);
    break;
case ASIN:
     VarsSpace[OperatorSerials[i][3]]=asin(a);
    break;
case ACOS:
     VarsSpace[OperatorSerials[i][3]]=acos(a);
    break:
case ATAN:
     VarsSpace[OperatorSerials[i][3]]=atan(a);
    break;
case EXP:
     VarsSpace[OperatorSerials[i][3]]=exp(a);
    break;
case LOG:
     VarsSpace[OperatorSerials[i][3]]=log(a);
    break;
case POW:
    VarsSpace[OperatorSerials[i][3]]=pow(a,b);
    break;
case SQRT:
    VarsSpace[OperatorSerials[i][3]]=sqrt(a);
    break;
case FABS:
     VarsSpace[OperatorSerials[i][3]]=fabs(a);
```

```
break;
               case FACTORIAL:
                    VarsSpace[OperatorSerials[i][3]]=Factorial(a);
                    break;
               case MINUS:
                    VarsSpace[OperatorSerials[i][3]]=-a;
                    break;
          }
          ++i;
     }
    /*The value calculated by the last step is the return result.*/
    return(VarsSpace[OperatorSerials[i-1][3]]);
}
void InputFx(char String[])
{
     printf("\nInput Function(with Varible x): ");
     scanf("%s",&String[1]);
     String[0]='(';
     strcat(String,")");
}
int fx OperatorSerials[200][4];
float fx VarsSpace[200];
char\ fx\_VarNameList[200][32] = \{"x","\setminus 0"\};
char fx C Expression[1000];
int CreateFx(char String[])
{
    strcpy(fx VarNameList[0],"x");
     strcpy(fx VarNameList[1],"\0");
    strcpy(&fx C Expression[1],String);
     fx C Expression[0]='(';
    strcat(fx C Expression,")");
     if(MakeFunction(fx C Expression,fx OperatorSerials,fx VarNameList))
               printf("\nExpression Wrong!");
               return 1;
          }
```

```
SetVarInitValue(fx VarNameList,fx VarsSpace);
     return 0;
}
int CreateFxy(char String[])
{
     strcpy(fx VarNameList[0],"x");
     strcpy(fx VarNameList[1],"y");
     strcpy(fx_VarNameList[2],"\0");
     strcpy(&fx_C_Expression[1],String);
     fx C Expression[0]='(';
     strcat(fx C Expression,")");
     if(MakeFunction(fx\_C\_Expression,fx\_OperatorSerials,fx\_VarNameList))\\
              printf("\nExpression Wrong!");
              return 1;
          }
     SetVarInitValue(fx_VarNameList,fx_VarsSpace);
     return 0;
}
float f(float x)
     fx VarsSpace[0]=x; //if single compute then rem this sentence
     return(CalculationOfSerials(fx_OperatorSerials,fx_VarsSpace));
}
float f(float x,float y)
     fx VarsSpace[0]=x; //if single compute then rem this sentence
     fx VarsSpace[1]=y;
     return(CalculationOfSerials(fx OperatorSerials,fx VarsSpace));
}
//程序结束
```