3.3

栈内元素：

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  | k |  | s |
|  |  | k |  | t | t | t | t |
|  | a | a | a | a | a | a | a |
| c | c | c | c | c | c | c | c |

此时x=‘k’

故最后的输出为 stack

3.7

S = B\*C

T = S/D

G = A-T

H = E↑F

I = G+H

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 序号 | OPTR栈 | OPND栈 |  | | | | | | | | | | | |
| A | - | B | × | C | / | D | + | E | ↑ | F | # |
| 1 | # |  | 。 |  |  |  |  |  |  |  |  |  |  |  |
| 2 | # | A |  | 。 |  |  |  |  |  |  |  |  |  |  |
| 3 | #- | A |  |  | 。 |  |  |  |  |  |  |  |  |  |
| 4 | #- | AB |  |  |  | 。 |  |  |  |  |  |  |  |  |
| 5 | #-\* | AB |  |  |  |  | 。 |  |  |  |  |  |  |  |
| 6 | #-\* | ABC |  |  |  |  |  | 。 |  |  |  |  |  |  |
| 7 | #- | AS |  |  |  |  |  | 。 |  |  |  |  |  |  |
| 8 | #- | AS |  |  |  |  |  |  | 。 |  |  |  |  |  |
| 9 | #-/ | ASD |  |  |  |  |  |  |  | 。 |  |  |  |  |
| 10 | #- | AT |  |  |  |  |  |  |  | 。 |  |  |  |  |
| 11 | # | G |  |  |  |  |  |  |  | 。 |  |  |  |  |
| 12 | #+ | G |  |  |  |  |  |  |  |  | 。 |  |  |  |
| 13 | #+ | GE |  |  |  |  |  |  |  |  |  | 。 |  |  |
| 14 | #+↑ | GE |  |  |  |  |  |  |  |  |  |  | 。 |  |
| 15 | #+↑ | GEF |  |  |  |  |  |  |  |  |  |  |  | 。 |
| 16 | #+ | GH |  |  |  |  |  |  |  |  |  |  |  | 。 |
| 17 | # | I |  |  |  |  |  |  |  |  |  |  |  | 。 |

3.10

void test(int &sum){

int x;

Stack s;

InitStack(s);

do{

scanf(x);

Push(s,x);}while(x>0);

sum = 0;

while(!StackEmpty(s)){

Pop(s,x);

sum+=x;

printf(“%d”,x);}

DestroyStack(s);

}