```
#include <stdio.h>
#include <string.h>
int k = 0, z = 0, i = 0, j = 0, c = 0;
char a[16], ac[20], stk[15], act[10];
void check();
int main()
{
    puts("GRAMMAR is E->E+E \n E->E*E \n E->(E) \n E->id");
    puts("enter input string ");
    gets(a);
    c = strlen(a);
    strcpy(act, "SHIFT->");
    puts("stack \t input \t action");
    for (k = 0, i = 0; j < c; k++, i++, j++)
        if (a[j] == 'i' \&\& a[j + 1] == 'd')
        {
             stk[i] = a[j];
             stk[i + 1] = a[j + 1];
             stk[i + 2] = '\sqrt{0}';
            a[j] = ' ';
a[j + 1] = ' ';
             printf("\n$%s\t%s$\t%sid", stk, a, act);
             check();
        }
        else
             stk[i] = a[j];
             stk[i + 1] = '\0';
             a[j] = ' \dot{j};
             printf("\n$%s\t%s$\t%ssymbols", stk, a, act);
             check();
        }
    }
void check()
    strcpy(ac, "REDUCE TO E");
    for (z = 0; z < c; z++)
        if (stk[z] == 'i' && stk[z + 1] == 'd')
        {
             stk[z] = 'E';
stk[z + 1] = '\0';
             printf("\n$%s\t%s\t%s", stk, a, ac);
             j++;
    for (z = 0; z < c; z++)
        if (stk[z] == 'E' \&\& stk[z + 1] == '+' \&\& stk[z + 2] == 'E')
        {
             stk[z] = 'E';
             stk[z + 1] = ' \0';
             stk[z + 2] = '\0';
             printf("\n$%s\t%s$\t%s", stk, a, ac);
             i = i - 2;
    for (z = 0; z < c; z++)
        if (stk[z] == 'E' \&\& stk[z + 1] == '*' \&\& stk[z + 2] == 'E')
        {
```

```
stk[z] = 'E';
stk[z + 1] = '\0';
stk[z + 1] = '\0';
printf("\n$%s\t%s$\t%s", stk, a, ac);
i = i - 2;
}
for (z = 0; z < c; z++)
if (stk[z] == '(' && stk[z + 1] == 'E' && stk[z + 2] == ')')
{
    stk[z] = 'E';
    stk[z + 1] = '\0';
    stk[z + 1] = '\0';
    printf("\n$%s\t%s$\t%s", stk, a, ac);
    i = i - 2;
}</pre>
```