

## Question 01

```
#include<stdio.h>
```

```
#include<conio.h>
```

```
int val;
```

```
int top,max;
```

```
int stack[100];
```

```
int main()
```

```
{
```

```
    int getSize();
```

```
    int isEmpty(int stack[]);
```

```
    int push(int stack[],int val);
```

```
    int pop(int stack[]);
```

```
    int peek(int stack[]);
```

```
    int isfull(int stack[]);
```

```
    int printstack(int stack[]);
```

```
    return 0;
```

```
}
```

```
int isEmpty(int stack[])
```

```
{
```

```
    if(top==-1)
```

```
    {
```

```
        return 1;
```

```
    }  
    else  
    {  
        return 0;  
    }  
}
```

```
int push(int stack[],int val)  
{  
    if(top==max-1)  
    {  
        printf("\nstack is overflow.push is impossible");  
    }  
    else  
    {  
        stack[top]=val;  
        top++;  
        return stack[top];  
    }  
}
```

```
int pop(int stack[])  
{  
    if(top== -1)  
    {  
        printf("\nstack is underflow.pop is impossible");  
    }  
}
```

```
    }  
    else{  
        stack[top]=val;  
        top--;  
        return stack[top];  
    }  
}
```

```
int isfull(int stack[])
```

```
{  
    if(top==max-1)  
    {  
        return 1;  
    }  
    else  
    {  
        return 0;  
    }  
}
```

```
int display(int stack[])
```

```
{  
    int i;  
    if(top==--1)  
    {  
        printf("\nNo values.stack is empty.");  
    }  
}
```

```
else
{
printf("\n Elements of the stack : \n");
for(i=top;i>=0;i--)
{
printf("\n%d",stack[i]);
}
}
}
```

```
int peek(int stack[])
{
if (top== -1)
{
printf("\nstack is underflow");
}
else
{
stack[top]=val;
return stack[top];
}
}
```

```
int getSize()
{
int i;
```

```
    printf ("\n\nThe size of stack is %d\n",top+1);  
}
```

## Question 02

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
#include<conio.h>
```

```
#define max 50
```

```
int val;
```

```
int top,stack[max];
```

```
int main()
```

```
{
```

```
    int peek();
```

```
    printf("PEEK : %d",peek());
```

```
    return 0;
```

```
}
```

```
int peek()
```

```
{
```

```
    if (top== -1)
```

```
    {
```

```
        printf("\nstack is underflow");
```

```
    }
```

```
    else
    {
        stack[top]=val;
        return stack[top];
    }
}
```

## Question 03

```
#include<stdio.h>
#include<conio.h>
#define max 100
```

```
int stack[100];
int val;
int top;
```

```
int isEmpty();
int push(int);
int pop();
int peek();
int isfull();
int display();
int getSize();
```

```
int main()
{
    isEmpty();
    push(34);
    push(56);
    pop();
    isEmpty();
    peek();
    push(23);
    isfull();
    peek();
    push(73);
    display();
    return 0;
}
```

```
int isEmpty()
{
    if(top==-1)
    {
        return 1;
    }
    else
    {
        return 0;
    }
}
```

```
}
```

```
int push(int val)
```

```
{
```

```
    if(top==max-1)
```

```
    {
```

```
        printf("\nstack is overflow.push in impossible");
```

```
    }
```

```
    else
```

```
    {
```

```
        stack[top]=val;
```

```
        top++;
```

```
        return stack[top];
```

```
    }
```

```
}
```

```
int pop()
```

```
{
```

```
    if(top== -1)
```

```
    {
```

```
        printf("\nstack is underflow.pop is impossible");
```

```
    }
```

```
    else{
```

```
        stack[top]=val;
```

```
        top--;
```

```
        return stack[top];
```



```
    }  
}
```

```
int isfull()  
{  
    if(top==max-1)  
    {  
        return 1;  
    }  
    else  
    {  
        return 0;  
    }  
}
```

```
int display()  
{  
    int i;  
    if(top== -1)  
    {  
        printf("\nNo values.stack is empty.");  
    }  
    else  
    {  
        printf("\n Elements of the stack : \n");  
    }  
    for(i=top;i>=0;i--)
```

```

    {
        printf("\n%d",stack[i]);

    }
}

int peek()
{
    if (top== -1)
    {
        printf("\nstack is underflow");
    }
    else
    {
        stack[top]=val;
        return stack[top];
    }
}

int getSize()
{
    int i;
    printf ("\n\nThe size of stack is %d\n",top+1);
}

```

## Question 04

```
#include <stdio.h>
#include <string.h>
```

```
#define max 50
int top,stack[max];
```

```
void push(char val){
```

```
    if(top == max-1)
    {
        printf("stack overflow");
    }
    else
    {
        stack[++top]=val ;
    }
```

```
}
```

```
void pop()
```

```
{
    printf("%c",stack[top--]);
}
```

```
int main()
```

```
{
```

```
char str[50];  
printf("Enter your string : ");  
gets(str);  
int len = strlen(str);  
int i;  
  
for(i=0;i<len;i++)  
{  
    push(str[i]);  
}  
  
printf("\nReverse string....\n");  
for(i=0;i<len;i++)  
{  
    pop();  
}  
return 0;  
}
```

## Question 05

```
#include <stdio.h>  
  
#include <string.h>  
  
  
#define MAX 100
```

```
int top=-1;
```

```
int stack[MAX];
```

```
int isFull() {
```

```
    if(top >= MAX-1)
```

```
        return 1;
```

```
    else
```

```
        return 0;
```

```
}
```

```
int isEmpty() {
```

```
    if(top == -1)
```

```
        return 1;
```

```
    else
```

```
        return 0;
```

```
}
```

```
int push() {
```

```
    if (isFull())
```

```
        printf("Stack is overflow.push is impossible.\n");
```

```
    else {
```

```
        return stack[top++];
```

```
    }
```

```
}
```

```
int pop() {
```

```

if (isEmpty())
    printf("Stack is underflow.pop is impossible.\n");
else {
    top = top - 1;
    return stack[top];
}
}

int main()
{
    char str[100];
    int i, j, len;
    printf("Enter a string : ");
    gets(str);

    len = strlen(str);

    for(i=0; i<len; i++)
    {
        push(str[i]);
    }

    for(j=top; j>=0; j--)
    {
        if(pop()!=str[i])
        {
            printf("\nThis string is not a Palindrome String\n\n");

```

```
        return 0;
    }
}

printf("\nThis string is a Palindrome String\n\n");
return 0;

}
```

## Question 06

```
#include<stdio.h>
#include<string.h>
#include<ctype.h>

#define max 100

char stack[max];
int top = -1;

void push(char val)
{
    stack[++top] = val;
}
```

```
char pop()
{
    if(top == -1)
        return -1;
    else
        return stack[top--];
}
```

```
int priority(char val)
{
    if(val == '(')
        return 0;
    if(val == '+' || val == '-')
        return 1;
    if(val == '*' || val == '/')
        return 2;
    return 0;
}
```

```
int main()
{
    char stack[max];
    char *x, val;
    printf("Enter the expression : ");
    scanf("%s",stack);
    printf("\n");
    x = stack;
```



```
while(*x != '\0')
{
    if(isalnum(*x))
        printf("%c ", *x);
    else if(*x == '(')
        push(*x);
    else if(*x == ')')
    {
        while((val = pop()) != '(')
            printf("%c ", val);
    }
    else
    {
        while(priority(stack[top]) >= priority(*x))
            printf("%c ", pop());
        push(*x);
    }
    x++;
}

while(top != -1)
{
    printf("%c ", pop());
}

return 0;
}
```

## Question 06

**(A+B)\*(C+D)**

Infix character scanned	Stack	Postfix Expression
(	(	
A	(	A
+	(+	A
B	(+	AB
)	(+)	AB+
*	*	AB+
(	(	AB+*
C	(	AB+*C
+	(+	AB+*C
D	(+	AB+*CD
)	(+)	AB+*CD
		<b>AB+*CD+</b>

**(A+B)\*C**

Infix character scanned	Stack	Postfix Expression
(	(	
A	(	A
+	(+	A
B	(+	AB
)	(+)	AB+
*	*	AB+
C	*	AB+C
		<b>AB+C*</b>

**A+B\*C**

Infix character scanned	Stack	Postfix Expression
A		A
+	+	A

B	+	AB
*	+	AB
C	+	ABC
		ABC*+

**3+4\*5/6**

Infix character scanned	Stack	Postfix Expression
3		3
+	+	3
4	+	3 4
*	+	3 4
5	+	3 4 5
/	+	3 4 5 /
6	+	3 4 5 /
		3 4 5 /*+

## Question 07

```
#include <stdio.h>
```

```
#include <string.h>
```

```
#define MAX 100
```

```
int top=-1;
```

```
int stack[MAX];
```

```
int isFull() {
```

```
    if(top >= MAX-1)
```

```
        return 1;
    else
        return 0;
}
```

```
int isEmpty() {
    if(top == -1)
        return 1;
    else
        return 0;
}
```

```
int push() {
    if (isFull())
        printf("Stack is overflow.push is impossible.\n");
    else {
        return stack[top++];
    }
}
```

```
int pop() {
    if (isEmpty())
        printf("Stack is underflow.pop is impossible.\n");
    else {
        top = top - 1;
        return stack[top];
    }
}
```

```

int peek()
{
    if (top== -1)
    {
        printf("\nstack is underflow");
    }
    else
    {
        return stack[top];
    }
}

int main()
{
    char str[100];
    int i, len,x;
    printf("Enter a string with paranthesis : ");
    scanf("%c", &str);

    len = strlen(str);

    for(i=0; i<len; i++)
    {
        if(str[i]== '{' || str[i]=='[' || str[i]=='(' )
        {
            push(str[i]);
            continue;
        }
        else if(str[i] == '}' || str[i]==']' || str[i]==')' )

```

```
{  
    if(str[i]=='}')  
    {  
        if(peek()=='{')  
        {  
            pop();  
        }  
        else  
        {  
            x=1;  
            break;  
        }  
    }  
}
```

```
else if(str[i]=='[')  
{  
    if(peek()=='[')  
    {  
        pop();  
    }  
    else  
    {  
        x=1;  
        break;  
    }  
}
```

```
else if(str[i]=='(')  
{
```

```
    if(peek()=='(')
    {
        pop();
    }
    else
    {
        x=1;
        break;
    }
}
}
```

```
if(x!=1)
{
    printf("\n Valid Expression\n");
}
else
{
    printf("\n InValid Expression\n");
}
```

```
return 0;
}
```

## Question 08

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
int toh(int n,char beg,char aux,char end);
```

```
int main()
```

```
{
```

```
    int num;
```

```
    printf("Enter the number of discs : ");
```

```
    scanf("%d", &num);
```

```
    printf("\n");
```

```
    toh(num,'A','B','C');
```

```
    return 0;
```

```
}
```

```
int toh(int n,char beg,char aux,char end)
```

```
{
```

```
    if(n>=1)
```

```
    {
```

```
        toh(n-1,beg,end,aux);
```

```
        printf("%d disk move %c to %c.\n",n,beg,end);
```

```
        toh(n-1,aux,beg,end);
```

```
    }
```

```
}
```



## Question 09

```
#include<stdio.h>

int gcd(int a,int b);

int main()
{
    int num1,num2;

    printf("Enter two numbers...\n");
    printf("Number 1 : ");
    scanf("%d", & num1);
    printf("Number 2 : ");
    scanf("%d", & num2);

    int res=gcd(num1,num2);
    printf("%d", res);

    return 0;

}

int gcd(int a,int b)
{
    if(a>b)
    {
        if(b==0)
```

```
{  
    return (a);  
}  
return gcd(b,a%b);  
}
```

```
if(a<b)  
{  
    if(a==0)  
    {  
        return (b);  
    }  
    return gcd(a,b%a);  
}  
}
```