

ExpressionManagerInterface.h

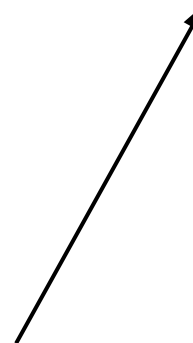
```
+ExpressionManagerInterface()  
+~ExpressionManagerInterface():virtual  
+isBalanced(string expression):virtual bool  
+postfixToInfix(string postfixExpression):virtual string  
+postfixEvaluate(string postfixExpression):virtual  
string  
+infixToPostfix(string infixExpression):virtual string
```

ExpressionManager.h

```
+ExpressionManagerInterface()  
+~ExpressionManagerInterface():virtual  
+isBalanced(string expression):bool  
+postfixToInfix(string postfixExpression):string  
+postfixEvaluate(string postfixExpression):string  
+infixToPostfix(string infixExpression):string
```

```
-process_operator(char op): void  
-eval_op(char op): int  
-is_operator(char ch): bool  
-precedence(char op): int  
-PRECEDENCE[]: const int
```

```
-OPERATORS: const string  
-operand_stack: stack<int>  
-string_stack: stack<string>  
-operator_stack: stack<char>  
-postfix: string
```



ExpressionManager.cpp

```
+ExpressionManagerInterface()  
+~ExpressionManagerInterface():virtual  
+isBalanced(string expression):bool  
+postfixToInfix(string postfixExpression):string  
+postfixEvaluate(string postfixExpression):string  
+infixToPostfix(string infixExpression):string
```

```
+is_open(char ch): bool  
+is_close(char ch): bool
```

```
-process_operator(char op): void  
-eval_op(char op): int  
-is_operator(char ch): bool  
-precedence(char op): int  
-PRECEDENCE[]: const int
```

```
-OPEN: const string  
-CLOSE: const string  
-OPERATORS: string
```