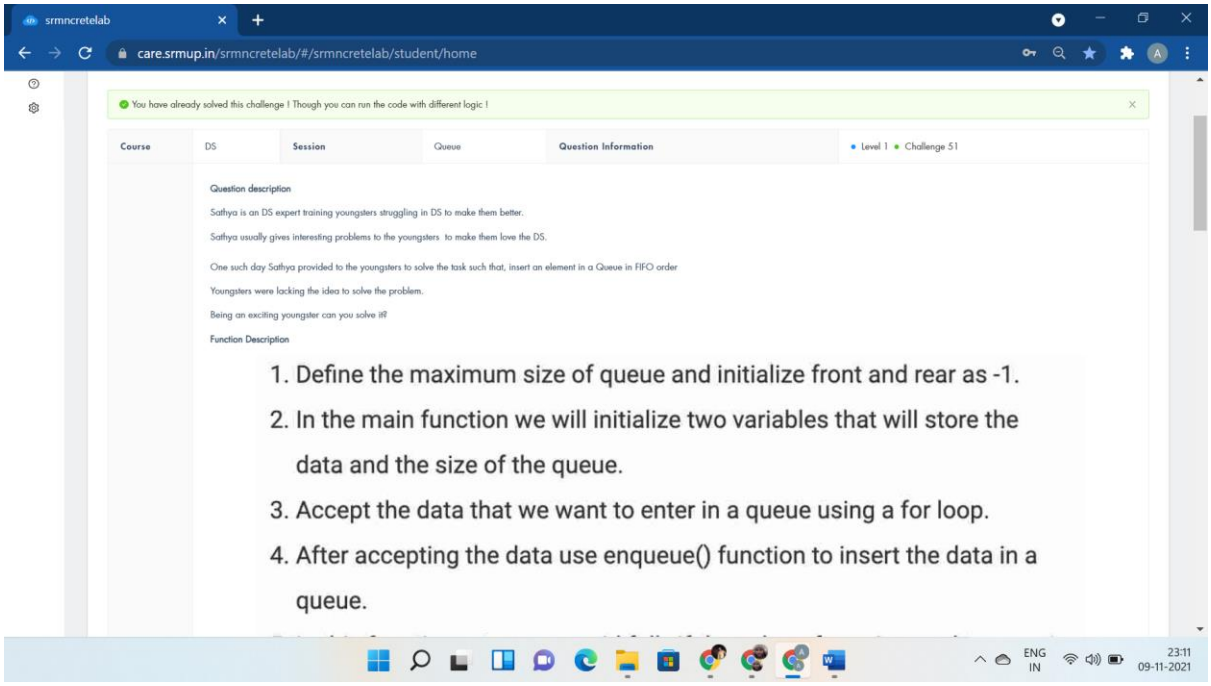
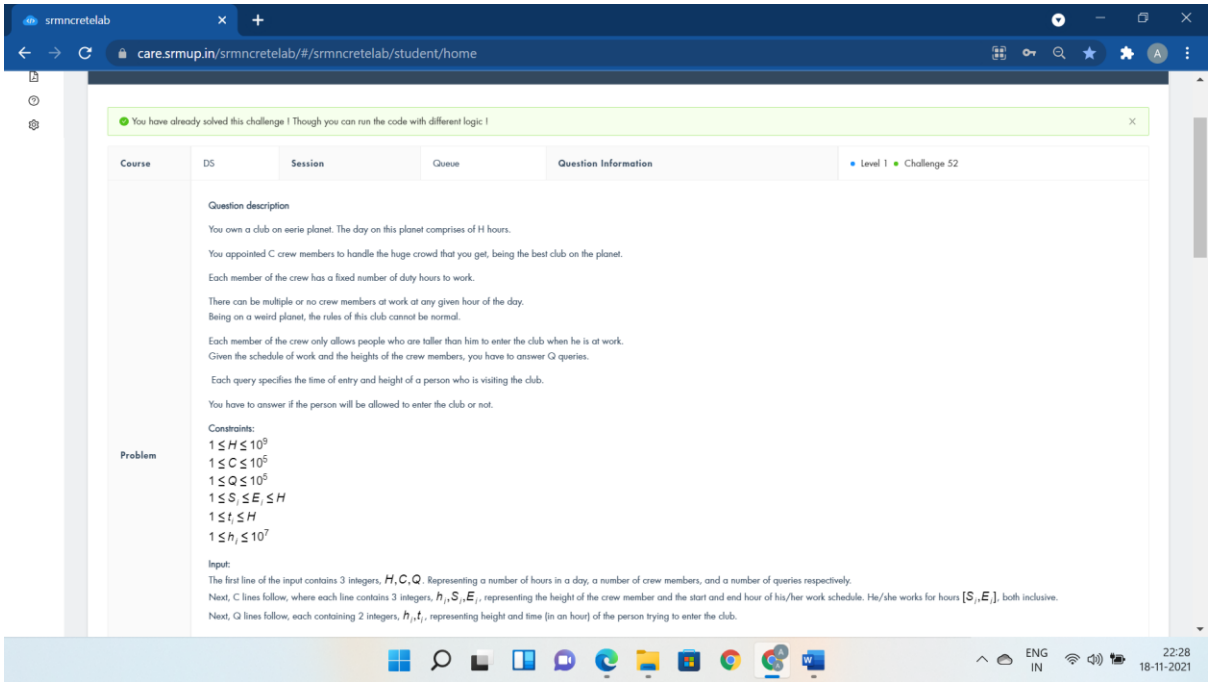
```
    cout<<getInfix(exp);

            return 0;
}
```

QUEUES:-



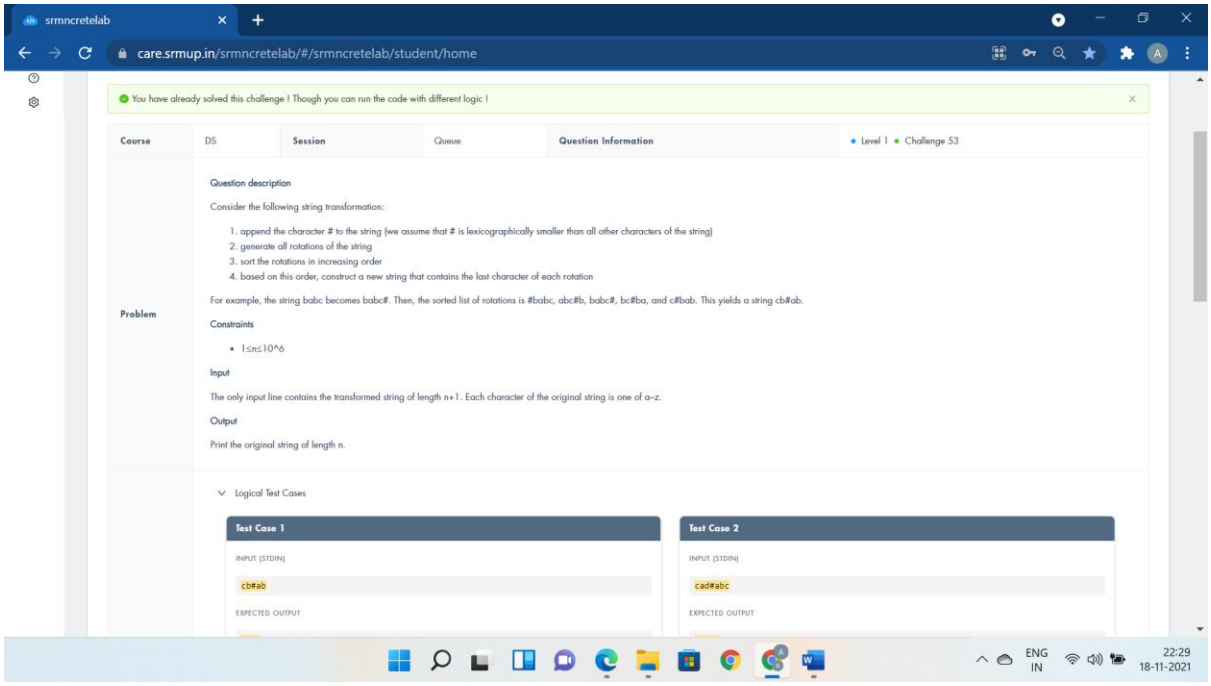

```
#include <stdio.h>
#define SIZE 100
void enqueue(int);
void display();
int items[SIZE], front = -1, rear = -1;
int main() {
 int n,data,i;
 scanf("%d",&n);
 for(i=0;i<n;i++)
 {
    scanf("%d",&data);
    enqueue(data);
    display();
 }
```

```
  return 0;
}
void enqueue(int data) {
  if (rear == SIZE - 1)
    printf("Queue is Full!!");
  else {
    if (front == -1)
      front = 0;
    rear++;
    items[rear] = data;
    printf("Enqueuing %d\n", data);
  }
}
void display() {
  if (rear == -1)
    printf("\nQueue is Empty!!!");
  else {
    int i;
    for(i=front;i<=rear;i++)
      printf("%d ", items[i]);
  }
}
```



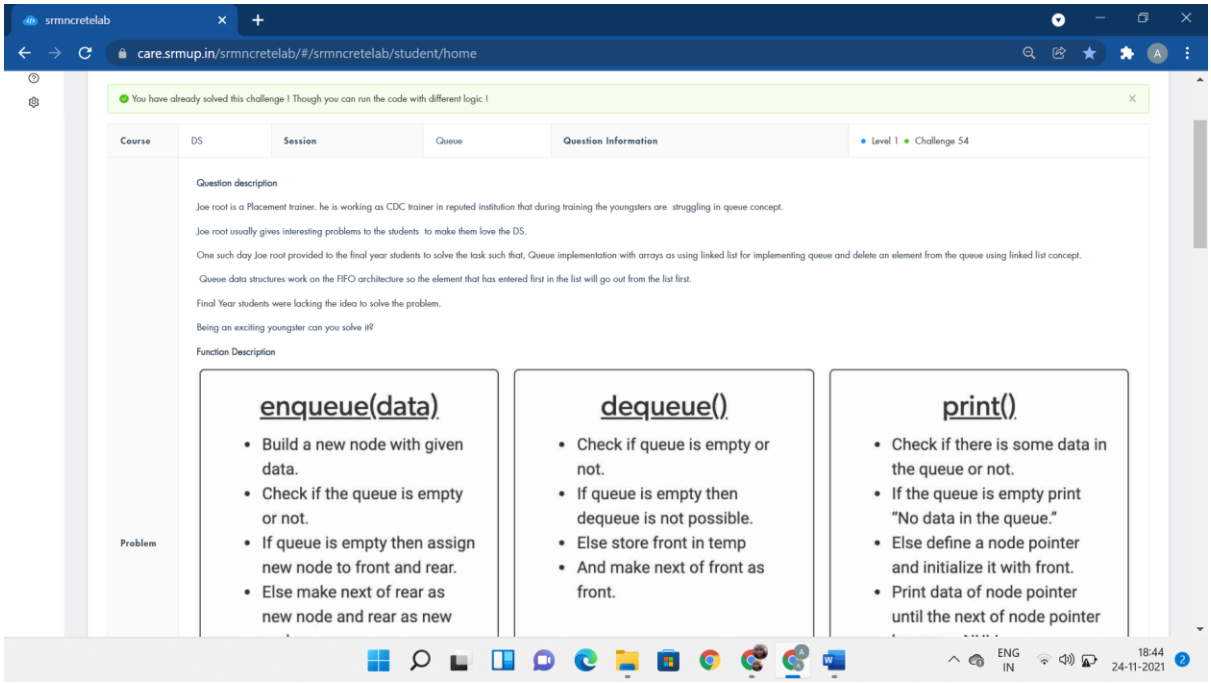

```
#include<stdio.h>
int main()
{
 long long int i,j,t,H,C,height,Q,S[100000],E[100000],h[100000];
 long long int nc=0,val=0,flag=0,maximum_height=0;
 scanf("%lld%lld%lld",&H,&C,&Q);

 for(i=0;i<C;i++)
 {
  scanf("%lld%lld%lld",&h[i],&S[i],&E[i]);
  if(h[i]>maximum_height)
   maximum_height=h[i];
 }

 for(i=0;i<Q;i++)
 {
  scanf("%lld%lld",&height,&t);
  if(height>maximum_height)
    printf("YES\n");
  else{
  val=0;
  nc=0;
```

```
   flag=0;
   for(j=0;j<C;j++)
   {
     if(t>=S[j] && t<=E[j])
     {
       nc++;
       if(height<=h[j])
       {
         printf("NO\n");
         flag=1;
         break;
       }
       else
        val++;
     }
   }

   if(nc==val)
       printf("YES\n");
   else
     if(flag==0)
       printf("NO\n");
   }

  }
  return 0;
  printf("void enqueue(long long h,long long start,long long end) while(c--)");
}
```




```
#include<bits/stdc++.h>
using namespace std;


int main() {
   int i;
   string s; cin>>s;
   vector<int> v;
   vector<int> a[26];
   int n= s.size();
   for(i=0;i<=n;i++) {
      if (s[i] == '#')
         v.push_back(i);
      else
         a[s[i]-'a'].push_back(i);
   }
   for (int i = 0; i < 26; i++) {
      for (auto j: a[i])
         v.push_back(j);
   }
   string ans;
   int j = v[v[0]];
```

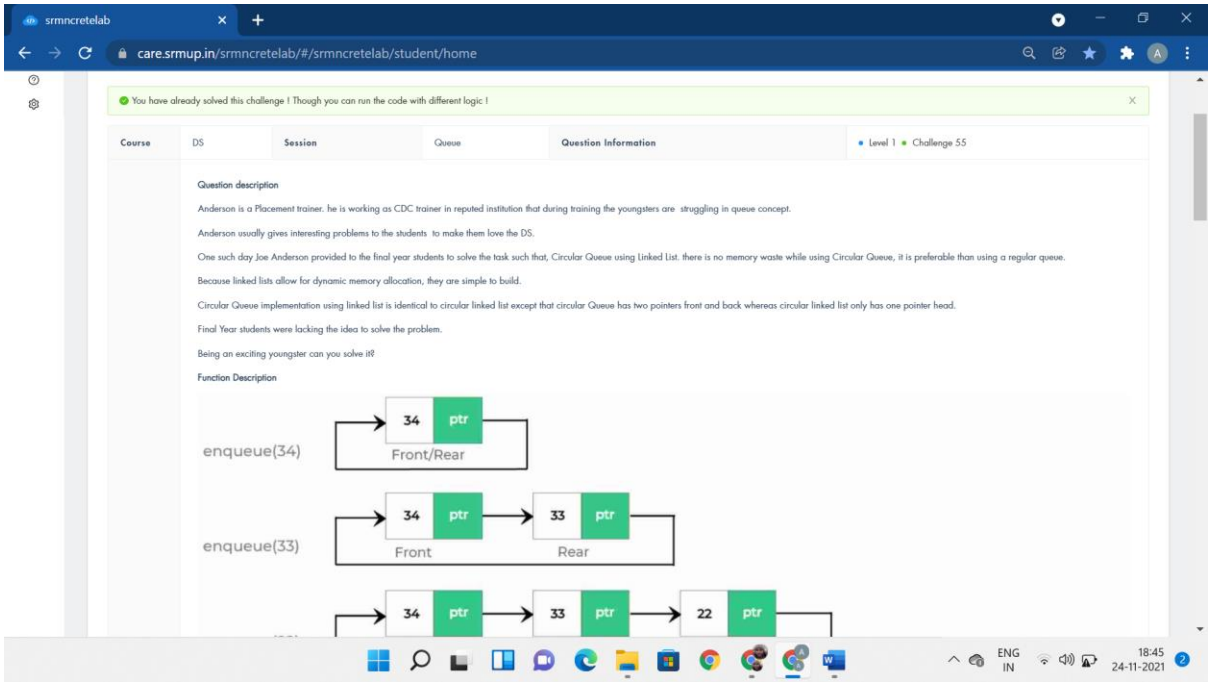
```
    while(s[j] != '#') {
        ans += s[j];
        j = v[j];
    }
    cout<<ans;
    return 0;
}
```




```
#include <stdio.h>
#include <stdlib.h>
struct node *front = NULL;
struct node *rear = NULL;
struct node
{
    int data;
    struct node *next;
};
void linkedListTraversal(struct node *ptr)
{
    //printf("Printing the elements of this linked list\n");
    while (ptr != NULL)
    {
        printf("%d ", ptr->data);
```

```
        ptr = ptr->next;
    }
}
void enqueue(int d)
{
    struct node* new_n;
    new_n = (struct node*)malloc(sizeof(struct node));
    if(new_n==NULL){
        printf("Queue is Full");
    }
    else{
        new_n->data = d;
        new_n->next = NULL;
        if(front==NULL){
            front=rear=new_n;
        }
        else{
            rear->next = new_n;
            rear=new_n;
        }
    }
}
int dequeue()
{
    int val = -1;
    struct node *ptr = front;
    if(front==NULL){
        printf("Queue is Empty\n");
    }
    else{
        front = front->next;
        val = ptr->data;
        free(ptr);
    }
    return val;
```

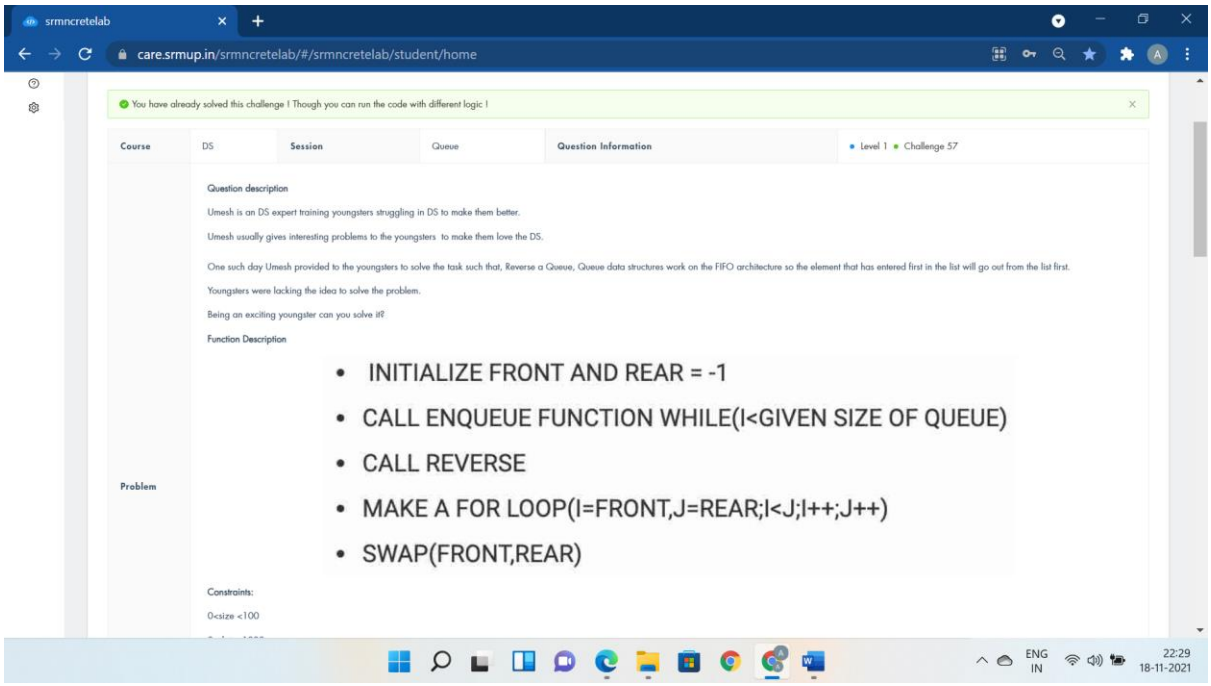
```
}
int main()
{
   int n,i,t;
   scanf("%d",&n);
   for(i=0;i<n;i++)
   {
      scanf("%d",&t);
      enqueue(t);
   }
   linkedListTraversal(front);
   dequeue();
   printf("\n");
   linkedListTraversal(front);
   return 0;
}
```




```
#include <stdio.h>
#include <stdlib.h>
struct node *f = NULL;
struct node *r = NULL;
struct node
```

```
{
   int data;
   struct node* next;
};
void enqueue(int d)
{
   struct node *n;
   n = (struct node*)malloc(sizeof(struct node));
   if(n==NULL){
      printf("Queue is Full");
   }
   else{
      n->data = d;
      n->next = NULL;
      if(f==NULL){
         f=r=n;
      }
      else{
         r->next = n;
         r=n;
      }
   }
}
int dequeue()
{
   int val = -1;
   struct node* t;
   t = f;
   if(f==NULL){
      printf("Queue is Empty\n");
   }
   else{
      f = f->next;
      val = t->data;
      free(t);
```

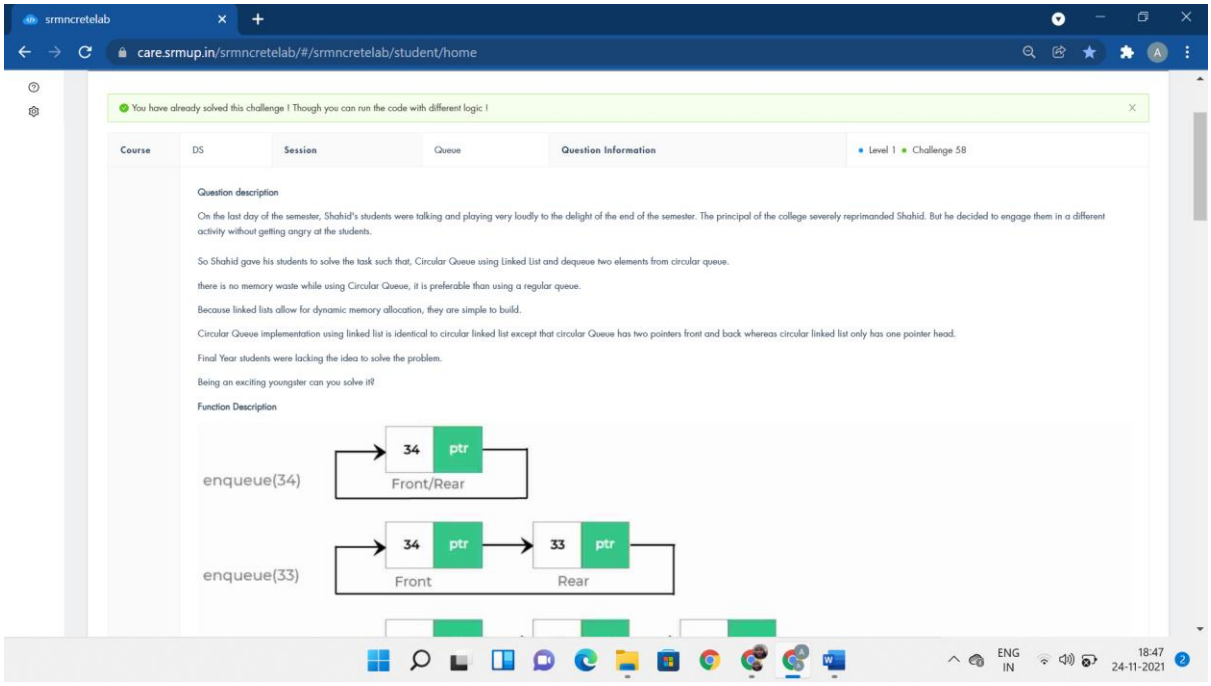
```
    }
    return val;
}
int main()
{
    int n,i,t;
    scanf("%d",&n);
    for(i=0;i<n;i++)
    {
        scanf("%d",&t);
        enqueue(t);
    }
    for(i=0;i<n;i++){
        printf("%d\n",dequeue());
    }
    return 0;
}
```




```
#include <stdio.h>
#define SIZE 100
void enqueue(int,int);
void display();
```

```
void reverse();
int items[SIZE], front = -1, rear = -1;
int main() {
  int n,t,i;
  scanf("%d",&n);
  for(i=0;i<n;i++)
  {
     scanf("%d",&t);
     enqueue(t,n);
  }
  printf("Queue:");
  display();
  reverse();
  printf("\nReversed Queue:");
  display();
  return 0;
}
void reverse(){
    int i,j,temp;
    for(i=front,j=rear;i<j;i++,j--){
        temp=items[i];
        items[i]=items[j];
        items[j]=temp;
    }
}
void enqueue(int data,int l) {
  if (rear == l - 1)
    printf("Queue is Full!!");
  else {
    if (front == -1)
      front = 0;
    rear++;
    items[rear] = data;
   // printf("Enqueuing %d\n", data);
  }
```

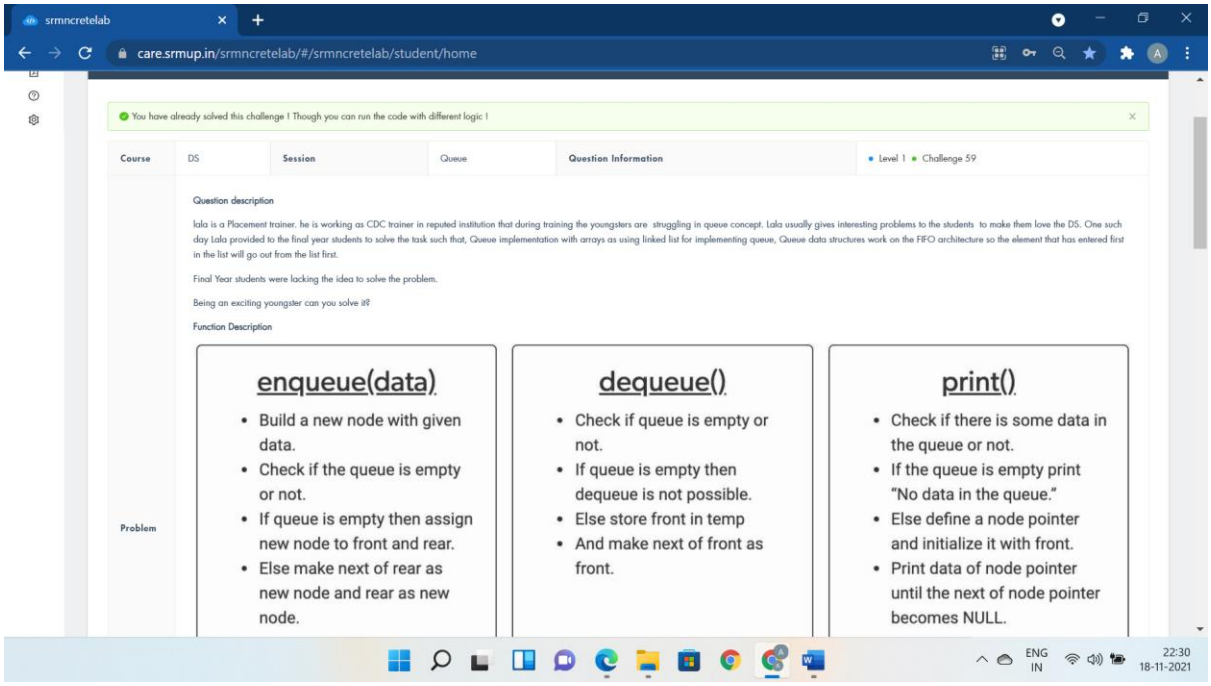
```
}
void display() {
 if (rear == -1)
   printf("\nQueue is Empty!!!");
 else {
   int i;
   for(i=front;i<=rear;i++)
     printf("%d ", items[i]);
 }
}
```




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

struct node *f = NULL;
struct node *r = NULL;

struct node
{
   int data;
   struct node* next;
};
```

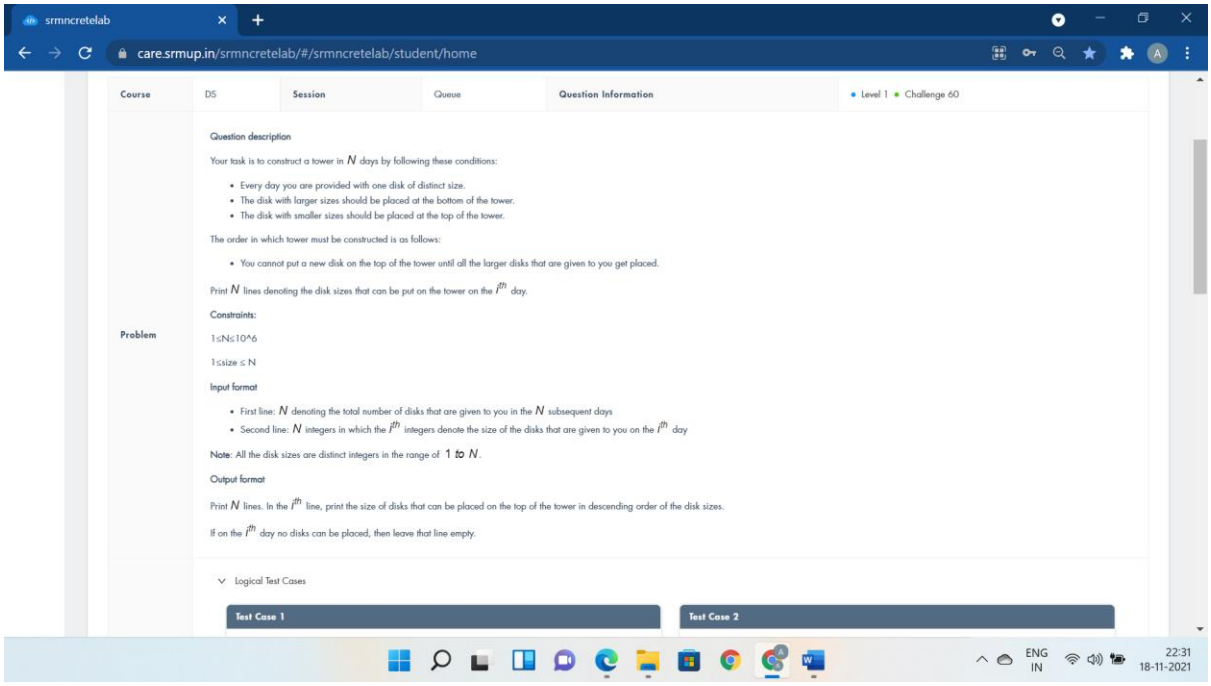
```
void linkedListTraversal(struct node *ptr)
{
   //printf("Printing the elements of this linked list\n");
   while (ptr != NULL)
   {
      printf("%d ", ptr->data);
      ptr = ptr->next;
   }
}

void enqueue(int d)
{
   struct node *n;
   n = (struct node*)malloc(sizeof(struct node));
   if(n==NULL){
      printf("Queue is Full");
   }
   else{
      n->data = d;
      n->next = NULL;
      if(f==NULL){
         f=r=n;
      }
      else{
         r->next = n;
         r=n;
      }
   }
}

int dequeue()
{
   int val = -1;
   struct node* t;
   t = f;
```

```
    if(f==NULL){
        printf("Queue is Empty\n");
    }
    else{
        f = f->next;
        val = t->data;
        free(t);
    }
    return val;
}

int main()
{
    int n,i,t;
    scanf("%d",&n);
    for(i=0;i<n;i++)
    {
        scanf("%d",&t);
        enqueue(t);
    }
    linkedListTraversal(f);
    for(i=0;i<2;i++){
        dequeue();
        printf("\n");
        linkedListTraversal(f);
    }
    return 0;
}
```




```
#include <stdio.h>
#include <stdlib.h>
struct node *front = NULL;
struct node *rear = NULL;
struct node
{
   int data;
   struct node *next;
};
void linkedListTraversal(struct node *ptr)
{
   //printf("Printing the elements of this linked list\n");
   while (ptr != NULL)
   {
      printf("%d ", ptr->data);
      ptr = ptr->next;
   }
}
void enqueue(int d)
{
   struct node* new_n;
   new_n = (struct node*)malloc(sizeof(struct node));
```

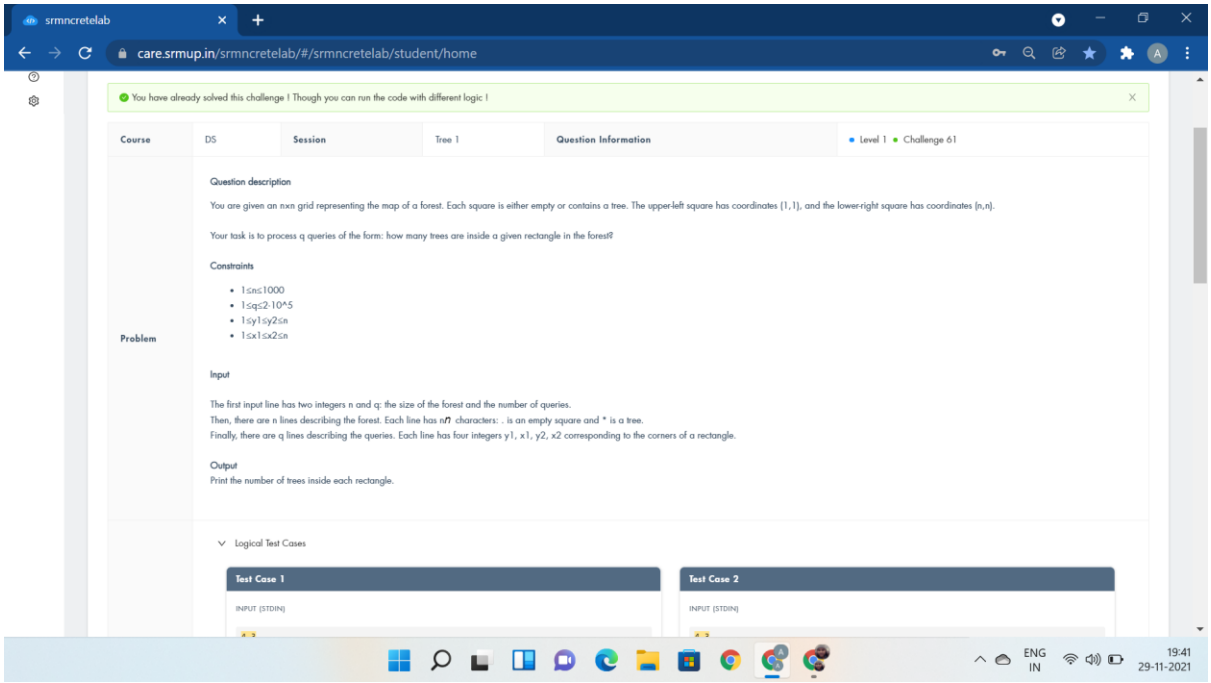
```
    if(new_n==NULL){
        printf("Queue is Full");
    }
    else{
        new_n->data = d;
        new_n->next = NULL;
        if(front==NULL){
            front=rear=new_n;
        }
        else{
            rear->next = new_n;
            rear=new_n;
        }
    }
}
int main()
{
    int n,i,t;
    scanf("%d",&n);
    for(i=0;i<n;i++)
    {
        scanf("%d",&t);
        enqueue(t);
    }
    linkedListTraversal(front);
    return 0;
}
```




```
#include<stdio.h>
int main()
{
   long int disk,temp[1000000]={0},size,i,max;
   scanf("%ld",&disk);
   max=disk;
   for(i=0;i<disk;i++)
   {
      scanf("%ld",&size);
      temp[size]=size;
      if(size==max)
      {
         while(temp[size])
         {
            printf("%ld ",temp[size]);
            size--;
         }
         max=size;
         printf("\n");
      }
      else
       printf("\n");
```

```
    }
    return 0;
}
```

TREE 1:-




```
#include<bits/stdc++.h>
using namespace std;
#define rep(i,a,b) for (int i=a; i<b; ++i)
int dp[1005][1005];
int main(){
    int n,m; cin>>n>>m;
    rep(i,1,n+1){
        rep(j,1,n+1){
            char x; cin>>x;
            dp[i][j] = (dp[i-1][j] - dp[i-1][j-1]) + dp[i][j-1] + (x=='*');
        }
    }
    while(m--){
        int y1 , x1, y2, x2; cin>>y1>>x1>>y2>>x2;
```