Term Work-2

Roblem Definition:

Consider a rabulator that needs to perform checking varieties of paranthesized withmetic & converted the same postfin expression for evaluation. Develop & energite a program in C using suitable DS to perform the same & print bath expressions. The input expression consists of a single character operands & binary operators.

	Dim:
	Aim of this TW is to leave the implementation of Stacks in salving problems.
	outains in salving problems.
	Theore :
	Theory:
-	* Stacks: stack is a linear late at the late
	a particular order in which the corretions
+	* Stacks: stack is a linear data structure which fallows a particular oxder in which the operations are performed. The oxder may be SIFO or FIFO
	J
	Movinly fallowing basic operations are performed in stack Push: Adds an item in stack. If stack is full then it is said to overflow
	ush: Adds an item in stack. If stack is full then it
-	cs said to overflow
	rop: Removes an item from stack. If stack is empty, then stack is said to underflow Peck: Returns top element of stack. is Empty: Returns true if the stack is empty
-	> Pech: Returns too element of it is
-	is Emply: Returns true il the this
	The stack is limity
	V

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Program:
      # include (stdio.h)
      # include (string-h)
      # include < stdlib.h?
     Struct Stack {
          int top, capacity;
   int is Empty (struct stack *s) [

return sortop == -1
  char puch (struct Stack *5) {

rulium systep s a[s tgp];
 char pop (struct stack $$) {

if (! isEmpty (s))

return s->a[s->lop]--];

return '$';
void push Cstruct Stack *s, char op) {

& spoks s soa[++s → top];
int is Operand (char ch) [
        section (ch >='a' &k ch <='z') Kek | (ch >= 'H' &d ch <= 'Z');
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int bree (charch) {
              switch (ch) {
                  case '+':
                case '-'; return 1;
               Case '1' : return 2;
Case '1' : return 3;
int infinto Postfin (chor * enp) {

struct stack * s = (struct stack *) malloc (sized (struct stack));

S top = -1; int i, k=0;

S raparity = strlen (enp);

S > a = (int *) malloc (s raparity * sized (int));

il ds)
    Jar (i=0) k=-1; i<1; ++i) {

paraint ("In in if (is Operand Cenpti])

exp [++k] = exp[i];

else if (exp[i] =='('))

push (s, exp[i]);

else if (exp[i] ==')') {

chile (! is Emply (s) kb pack(s)!='('))

cup [++k] = pop(s)

if (! is Emply (s) kb pack(s)!='(')

return -1;

else
                                       pop (s);
            4
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else {
           exp[++K] (= pop (S);

push (s, exp[i]);
 while (! is&mpty(s)) {

crep[++k] = pop(s);

exp[++k] = '(o';

prints ("In %s \n", crep);
int main () {
     char * enp;

enp = (char *) malloc (1000 * size of (char));

prints ("In Enter an enpression");

scans ("1/5", enp);

inscritosost fin (enp);

return 0;
// Wouten & exceuted in VS Gode, Elbuntu 20.8.1 con.
```

References

Books:

* Richard F Gilberg Behrouz A Fourouzan, Data Structures!

A Bourdo Gode Approach with C, Congage 2007.

* Harowitz, Sahni, Anderson-Breed, Fundamentals of Pata Structures in C, Universe Press 2nd Edition

E- Resources:

* https://geeksfargeeks.axg/

Conclusion.

In this TW & leavent about stacks, basic operations of stacks & their implementation to solve problems. We also leaved basic problem salving techniques & programming paradigms.