

Apex College

BCIS Program

Affiliated to Pokhara University



Data Structure & Algorithms

Lab Report

S. Conversion of
Infix to postfix &
Infix to prefix

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Lab 5 Objectives

- To convert infix expression into postfix expression.
- To convert infix expression into prefix expression
- To implement concept of stack to convert infix expression into postfix and prefix expressions.

Introduction

Infix expressions are the normal algebraic expression which is easily readable for human being.

Whereas, prefix and postfix expressions are re-arrangement of infix expressions which is easily readable operations as compare to infix. In post and pre fix expressions, there is less or no confusion in operand.

We use stack to change infix operation into postfix or prefix operations. We use precedence order of operators to maintain execution priority with following ~~order~~ ^{order}

1. $\$, \wedge$

2. $/, *$

3. $+, -$

• Infix: $A+B$

• Prefix: $+AB$

• Postfix: $AB+$

Program to convert infix into prefix and postfix;

* For postfix expression

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

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

```
char stack[100];
```

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

```
void push(char x) {
```

```
    stack[++top] = x;
```

```
}
```

```

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

```

```

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

```

```

int main () {
    char exp [100];
    char *e, x;
    printf ("Enter the expression: ");
    scanf ("%s", exp);
    printf ("\n");
    e = exp;
    while (*e != '\0') {
        if (isalnum (*e))
            printf ("%c", *e);
        else if (*e == '(')
            push (*e);
        else if (*e == ')') {

```

```

while ((n == pop()) && n != '(')
    printf("%c", n);
}
else {
    while (priority(stack[top]) >= priority(*e))
        printf("%c", pop());
    push(*e);
}
e++;
}

while (top != -1) {
    printf("%c", pop());
} return 0;

}

```