

# KATA - Reverse Polish Notation = RPN

In reverse Polish notation the operators follow their operands; for instance, to add 3 and 4, one would write "3 4 +" rather than "3 + 4". If there are multiple operations, the operator is given immediately after its second operand; so the expression written "3 - 4 + 5" in conventional notation would be written "3 4 - 5 +" in RPN: 4 is first subtracted from 3, then 5 added to it. An advantage of RPN is that it obviates the need for parentheses that are required by infix. While "3 - 4 \* 5" can also be written "3 - (4 \* 5)", that means something quite different from "(3 - 4) \* 5". In postfix, the former could be written "3 4 5 \* -", which unambiguously means "3 (4 5 \*) -" which reduces to "3 20 -"; the latter could be written "3 4 - 5 \*" (or 5 3 4 - \*, if keeping similar formatting), which unambiguously means "(3 4 -) 5 \*".

The goal of this kata is to create a program that performs calculations using reverse Polish notation.

`tmp. peek()` → retourne l'objet sans le supprimer, situe au sommet de la pile  
`tmp. search()` → -1 si objet p de pile  
`tmp. empty()` → renvoi (int) posit° objet ds pile

Dès qu'il y a 2 chiffres + 1 opo  
 on execute le calcul  
 qu'on remplace ds le string

il faut un style de pile

34+ → 3+4  
 "34-5+" → 3-4+5  
 "345\*- " → 3-(4x5)  
 534-\*" ⇒ "34-5\*" → (3-4)x5  
 5x(3-4)

345*-	534-*	34-5*
320-	5(-1)*	(-1)5*
-17	-5	-5

Exemple:

Stack ⇒ extension de vector,  
une pile du type dernier  
entrée / premier sorti

void main() {

string[] str = new string[] { "3", "4", "-", "5", "+" };

System.out.println(calculRPN(str));

}

int calculRPN(string[] str) {

int result = 0;

String operators = "+-\*/";

Stack<String> tmp = new Stack<String>();

for (String s : str) {

if (!operators.contains(s)) {

tmp.push(s);

} else {

(= cast string to int)  
Integer.valueOf

recupere l'objet  
au sommet de la pile

int nb1 = tmp.pop();

int nb2 = tmp.pop();

int index = operators.indexOf(s);

switch (index) {

case 0:

String.valueOf  
tmp.push(Integer.valueOf(nb1+nb2));

break;

case 1:

case 2:

case 3:

Integer.valueOf  
result = tmp.pop();

ajoute l'objet  
au sommet de  
la pile et le  
retourne