## **Program:**

```
#include <iostream>
#include <cstring>
#include <string>
#include <stack>
using namespace std;
struct Node
    int data;
    struct Node *next;
} *top = NULL;
void push(int);
void pop();
void display();
void postfix();
void push(int value)
    struct Node *newNode;
    newNode = (struct Node *)malloc(sizeof(struct Node));
    newNode->data = value;
    if (top == NULL)
        newNode->next = NULL;
    else
        newNode->next = top;
    top = newNode;
    cout << ("\nInsertion is Success!!!\n");</pre>
void pop()
    if (top == NULL)
        cout << ("\nStack is Empty!!!");</pre>
    else
        struct Node *temp = top;
        cout << ("\nDeleted element: %d", temp->data);
        top = temp->next;
        free(temp);
void display()
    if (top == NULL)
        cout << ("\nStack is Empty!!!\n");</pre>
    else
        struct Node *temp = top;
        while (temp->next != NULL)
```

```
cout << ("\t", temp->data) << ", ";</pre>
            temp = temp->next;
        cout << ("\t", temp->data) << ", ";</pre>
struct Stack
    int top;
    unsigned capacity;
    int *array;
};
// Stack Operations
struct Stack *createStack(unsigned capacity)
    struct Stack *stack = (struct Stack *)malloc(sizeof(struct Stack));
    if (!stack)
        return NULL;
    stack->top = -1;
    stack->capacity = capacity;
    stack->array = (int *)malloc(stack->capacity * sizeof(int));
    if (!stack->array)
        return NULL;
    return stack;
int isEmpty(struct Stack *stack)
    return stack->top == -1;
char peek(struct Stack *stack)
    return stack->array[stack->top];
char pop(struct Stack *stack)
    if (!isEmpty(stack))
        return stack->array[stack->top--];
    return '$';
void push(struct Stack *stack, char op)
    stack->array[++stack->top] = op;
int evaluatePostfix(char *exp)
    struct Stack *stack = createStack(strlen(exp));
    int i;
    if (!stack)
        return -1;
    for (i = 0; exp[i]; ++i)
```

```
if (isdigit(exp[i]))
            push(stack, exp[i] - '0');
        else
            int val1 = pop(stack);
            int val2 = pop(stack);
            switch (exp[i])
            case '+':
                push(stack, val2 + val1);
                break;
            case '-':
                push(stack, val2 - val1);
                break;
            case '*':
                push(stack, val2 * val1);
                break;
            case '/':
                push(stack, val2 / val1);
                break;
    return pop(stack);
int main()
    int choice, value;
    cout << ("\n****** MENU *******\n");</pre>
    cout << "* 1. Push in stack</pre>
                                     *" << endl;
    cout << "* 2. Pop from stack</pre>
                                     *" << endl;
                                   *" << endl;
    cout << "* 3. Display stack</pre>
    cout << "* 4. Postfix Evaluation *" << endl;</pre>
    cout << "* 5. Exit
                                      *" << endl;
    cout << "**************** << endl;
    do
        cout << ("\nEnter your choice: ");</pre>
        scanf("%d", &choice);
        switch (choice)
        case 1:
            cout << ("Enter the value to be insert: \n");</pre>
            scanf("%d", &value);
            push(value);
            break;
        case 2:
            pop();
            break;
        case 3:
            display();
```

```
break;
case 4:
{
        char exp[] = "10 20 * 30 60 10 / - +";
        cout << "Postfix Evaluation: " << evaluatePostfix(exp)<<"\n";
        return 0;
}
case 5:
        exit(0);
        break;
default:
        cout << ("\nWrong selection!!! Please try again!!!\n");
}
while (choice != 4);
return 0;
}</pre>
```

## **Output:**

```
C- AssignmentScop > © main()
    #Include clostream>
    #Include clostream>
```