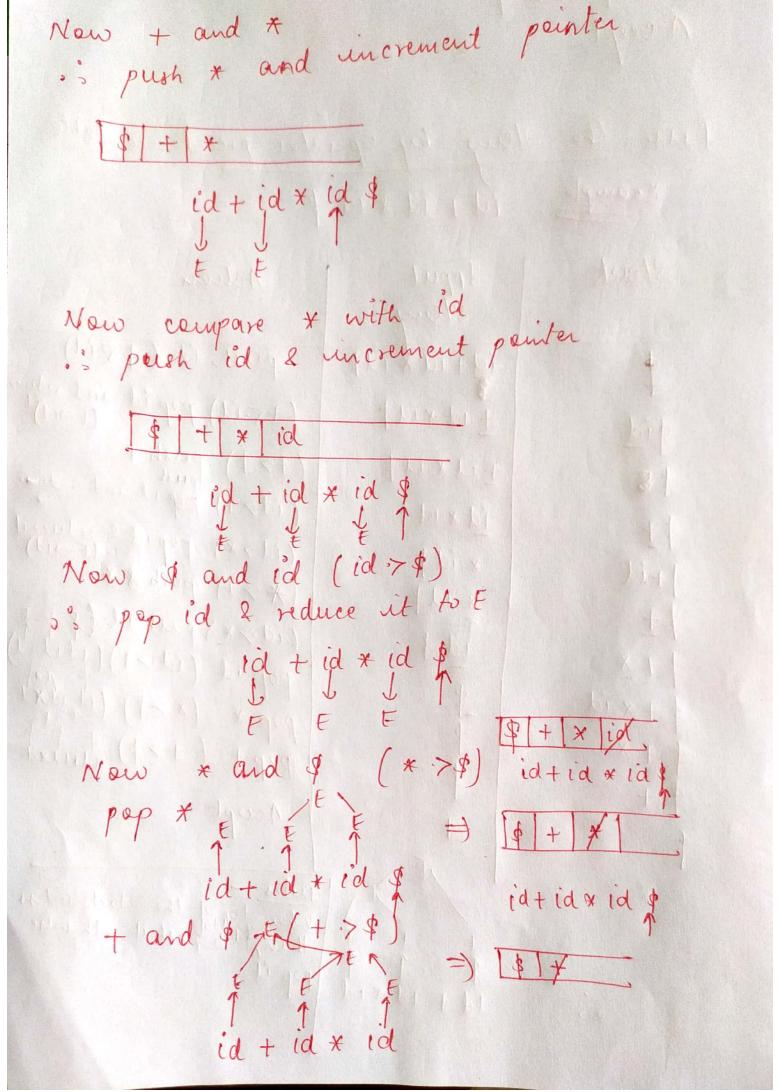
stein by operator precedence table id + id * id \$ Stack Input Action stery 1. id+iaxid\$ push id (\$ Tid) (+√.id) pop id and reduce + id xia\$ gid tid * ia \$ \$ 8 (+>\$) push + (id>+) push and id * id \$ (id >*) popid & reduce it (E→id) S+id x id\$ (*>+) push ** * id\$ 4+ (id > *) push id & F & id \$ 9 + X pop id (id>) (ididid) +x id pop * (*>\$) (id id xid popt (+>4) taxa Accept Rules :top of the stack is less than 1d, such it othervise pop it ld + ld * ld

Operator Precedence Passer passe with the help of operator precedence table id + id x id \$ when top of stack is less than equ push it otherwise popit in case of \$ and id push id Now increment painter, : pointer is now painting to +. compare + and id. having less precedence than id

id + id x id \$ Now id is reduced to E and pointer is still penting to popid and push + Increment the peinter, it is now peinty id+ id x id \$ compare + and id id has higher precedence. part Now increase the pointer id+id * id \$ id has higher precedence than * then popid id + id * id \$



Now of and of Accept Avenuer