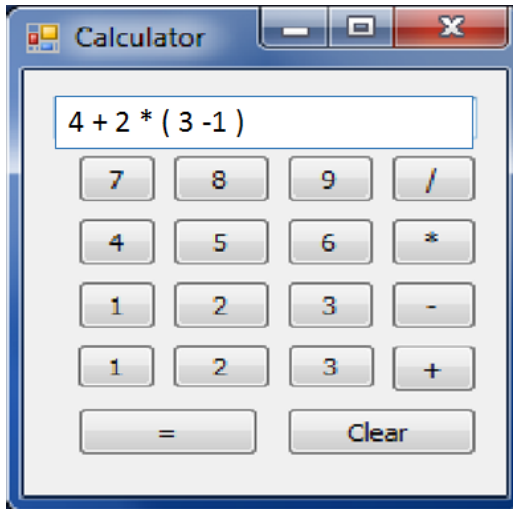


PART 1

Problem: Why We Need Stack in Calculator Problem

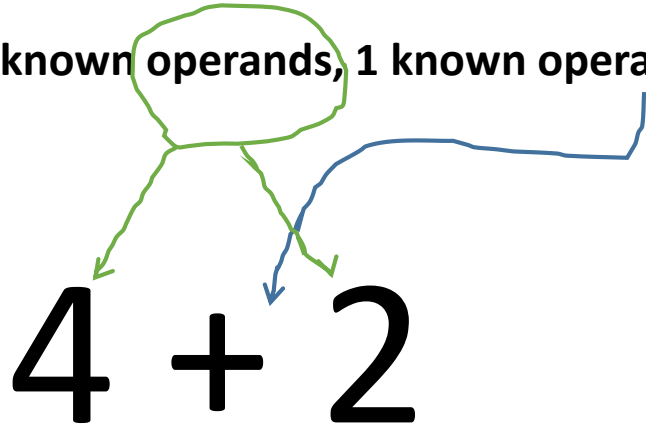


we will learn how *stack* is used in doing arithmetic calculation by a calculator.

Our calculator will receive the arithmetic expression at once, and then display the final result.

Arithmetic calculation:

2 known operands, 1 known operator.



Possible Java program

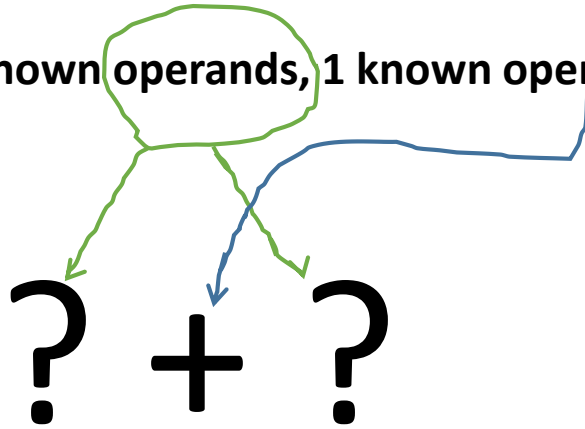
```
int result = 0;
```

```
result = 4 + 2;
```

```
System.out.println("Result: " + result);
```

Arithmetic calculation:

2 unknown operands, 1 known operator.



Algorithm

Get the value of 2 operands

Get the result from the calculation

Print the result

Possible Java program

```
int a, b, result = 0;
```

```
Scanner sc = new Scanner (System.in);
```

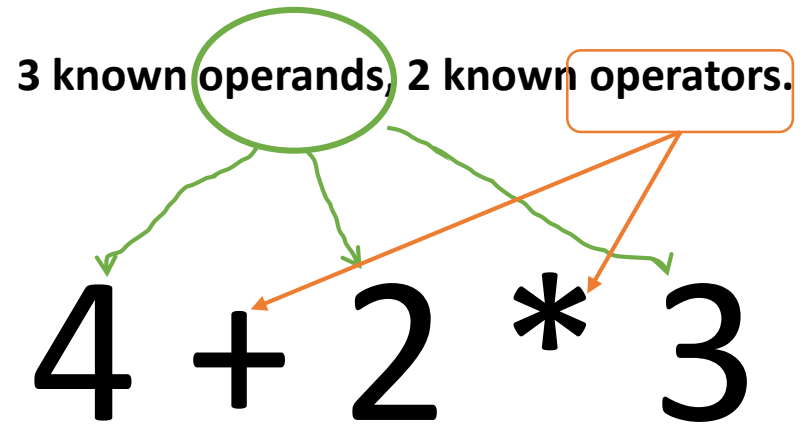
```
a= sc.nextInt();
```

```
b= sc.nextInt();
```

```
result = a + b;
```

```
System.out.println("Result: " + result);
```

Arithmetic calculation:



Algorithm

Get the result from the calculation

Print the result

Possible Java program

```
int result = 0;
```

```
result = 4 + 2 * 3 ;
```

```
System.out.println("Result: " + result);
```

Arithmetic calculation:

3 unknown operands, 2 known operators.

? + ? * ?

Algorithm

Get the value of the three operands

Get the result from the calculation

Print the result

Possible Java program

```
int a, b, c, result = 0;
```

```
Scanner sc = new Scanner (System.in);
```

```
a= sc.nextInt();
```

```
b= sc.nextInt();
```

```
c= sc.nextInt();
```

```
result = a + b * c ;
```

```
System.out.println("Result: " + result);
```

Arithmetic calculation:

3 unknown operands, 2 unknown operator.

? op ? op ?

Possible Java program

?

Possible Java program

Arithmetic calculation:

3 unknown operands, 2 unknown operator.

? op ? op ?

We might think off this algorithm:

Get the value of the three operands a, b, c

Get the type of operators op1, op2

Get the result from for the 1st operation, $value \leftarrow a \text{ op1 } b$

Get the result from the 2nd operation, $result \leftarrow value \text{ op2 } c$

Print the result

```
int a, b, c, value=0, result = 0;
char op1, op2;
Scanner sc = new Scanner (System.in);
a= sc.nextInt();
op1 = sc.next().charAt(0);
b= sc.nextInt();
op2= sc.next().charAt(0);
c= sc.nextInt();
switch (op1){
case '+': value = a + b; break;
case '-': value = a - b; break;
case '*': value = a * b; break;
case '/': value = a / b; break;
}
System.out.println("Value: " + value);
switch (op2) {
case '+': result = value + c; break;
case '-': result = value - c; break;
case '*': result = value * c; break;
case '/': result = value / c; break;
}
System.out.println("Result: " + result);
```

Problem!!

Algorithm

Math

$$4 + 2 * 3 = ?$$

18

10

$$4 * 2 + 3 = ?$$

11

11

Using the algorithm, we will get wrong answer

Arithmetic calculation:

? op ? op ? op ? op ?

Use stack to handle the operator precedence

1. Get input: Infix expression.
2. Convert Infix \rightarrow Postfix.
3. Calculate result: Postfix expression
4. Output result.

Example:

Input infix exp: $4 + 2 * 3$

Convert infix-postfix: $4 + 2 * 3 \rightarrow 4 2 3 * +$

Calculate postfix exp: $= 4 2 3 * +$
 $= 4 6 +$
 $= 10$

Output: 10