

DS Lab program - 3

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

```
char infix[100];
```

```
char postfix[100];
```

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

```
int top = 0;
```

```
int F(char a){
```

```
    switch(a){
```

```
        case '+':
```

```
            case '-':
```

```
                return 2;
```

```
        case '$':
```

```
            case '^':
```

```
                return 5;
```

```
        case '#':
```

```
            return -1;
```

```
        case 'c':
```

```
            return 0;
```

```
        default:
```

```
            return 8;
```

```
    }
```

```
}
```

```
int G(char b){
```

```
    switch(b){
```

```
        case '+':
```

```
            case '-':
```

```
                return 1;
```

```
        case '*':
```

```
            case '/':
```

```
                return 3;
```

```
        case '$':
```

```
            case '^':
```

```
                return 6;
```

case '>';

return 0;

case '(':

return 9;

default:

return 7;

}

}

void convert() {

int i, j = 0;

stack[top++] = '#';

for (i = 0; infix[i] != '\0'; i++) {

while (F(stack[top-1]) > G(infix[i])) {

postfix[j++] = stack[--top];

}

if (F(stack[top-1]) != G(infix[i])) {

stack[top++] = infix[i];

}

else {

top--;

}

}

while (stack[top-1] != '#') {

postfix[j++] = stack[--top];

}

postfix[j] = '\0';

}

```
int main () {  
    scanf ("%s", &str);  
    convert ();  
    printf ("%s\n", &str);  
    return 0;  
}
```