

Infix  
 Prefix  
 Postfix

calculation

traversal

Infix → Human Maths  
 Prefix {  
 Postfix }

equations

① Operand

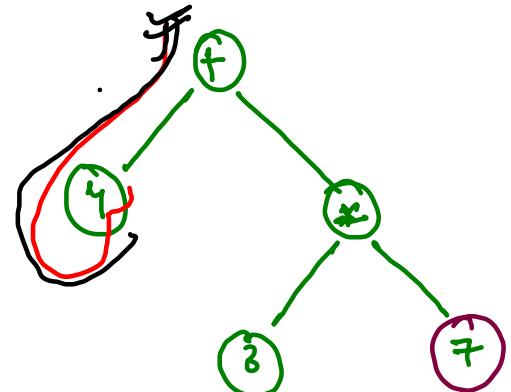
② Operator

Example ①

N

Euler tree

$4 + 3 * 7$



$$\begin{aligned}
 & \boxed{4 + 3 * 7} \\
 & \quad = 25 ] \| L \\
 & \quad 7 * 7 \\
 & \quad = 49 ] \| L
 \end{aligned}$$

InOrder →

$$4 + 3 * 7$$

PreOrder →

$$+ 4 * 3 7$$

PostOrder →

$$4 3 7 * +$$

BDMAS

Priority

- ④ Bracket
- ③ Division
- ② Multiplication
- ① Addition
- ⑤ Subtraction

## Bracket

Division + Multiplication

Addition + Subtraction



1.1 Infix Evaluation

1.2 Infix to prefix

1.3 Infix to postfix

}

3.1

prefix Evaluation

3.2

prefix to Infix

3.3

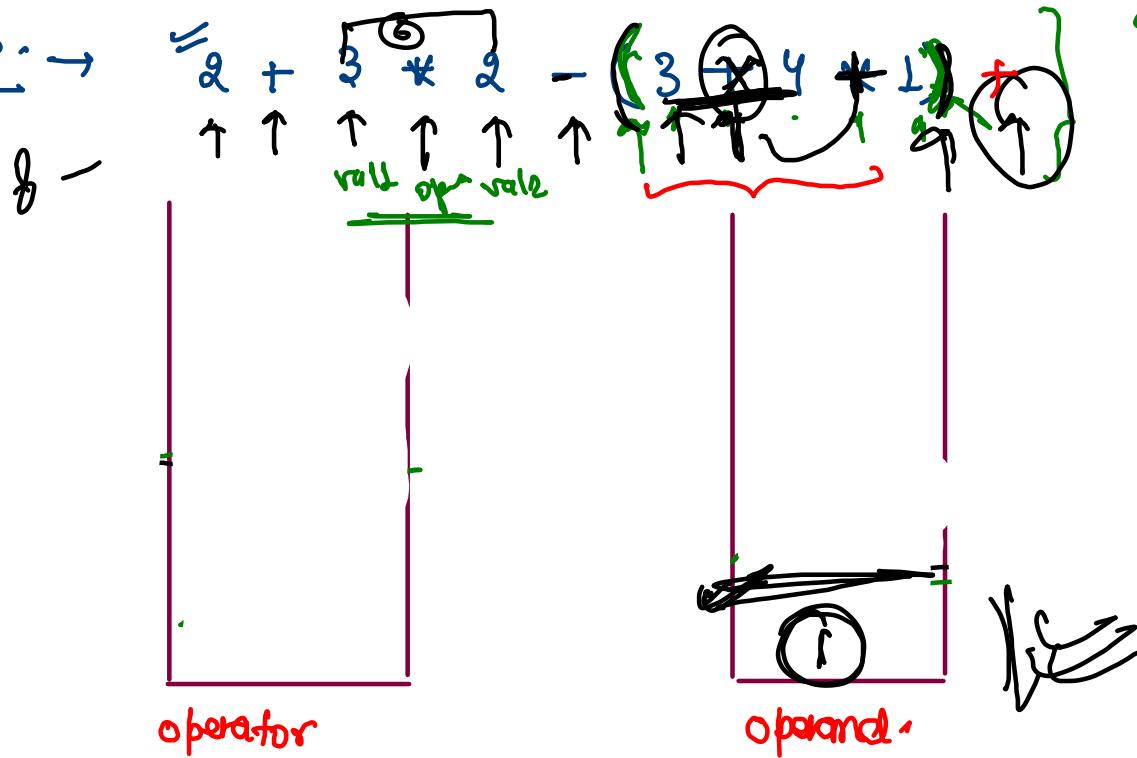
prefix to Postfix

2.1 Postfix Evaluation

2.2 Postfix to Infix

2.3 Postfix to prefix

Example - →



a operator  $\Rightarrow$  open  $\Rightarrow$

operator: \*

val2 = 2.

val1 = 3

val1 operator val2

Higher priority operator is valid on lower priority operator

<u>Priority</u>	
$( ) \rightarrow 3$	
$*, / \rightarrow 2$	
$+, - \rightarrow 1$	

NOTE: (Alg). Express:  $2 + 3 * 2 - (3 + 4 * 1)$



① high priority on top of operator stack is valid:



② low priority operator can't overtake high priority operator, if it is going to happen then we will resolve stack  $\xrightarrow{\text{remove from stack too}}$

→ get val<sub>2</sub>, then val<sub>1</sub> from operand stack

→ get operator from operator stack.

→ solve val<sub>1</sub> + operator val<sub>2</sub>.

→ push result in operator stack

\* How to merge the priority.

\* How to solve this



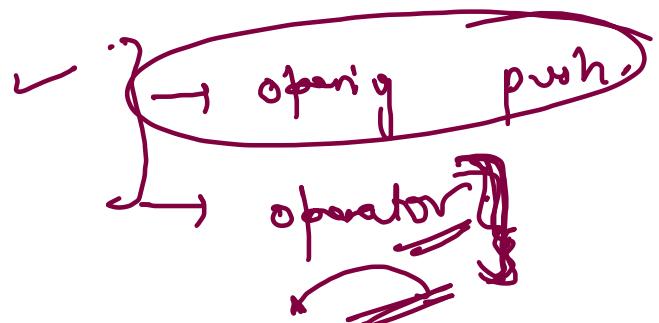
③ if closing bracket is encounter then solve until opening bracket is not sit on operator stack.

Priority - } operator

Evaluate } → val1 operator val2.

✓ number = ↗ { operand } → operator

✓ ) → resolve ] → until opening bracket ] →



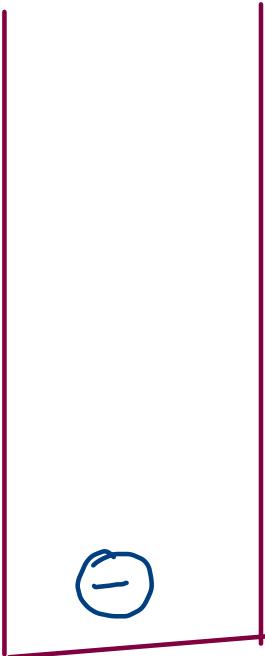
( operator | opening bracket ←

Example - convert prefix

Expression →

$$2 + 3 * 2 - (3 + 4 * 1)$$

↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓



Changer  
Evaluate} push

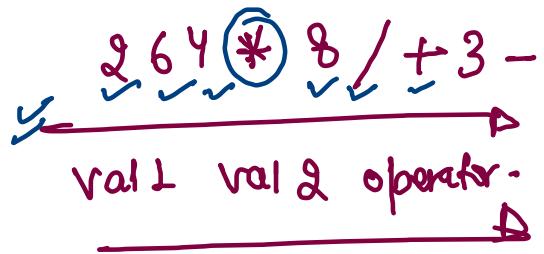
→ "operator val1 val2"

{ " + 3 \* 4 1 "

" + 2 \* 3 2 "

pop x1

( - + 2 \* 3 2 + 3 \* 4 1 ) }


  
 val1   val2   operator

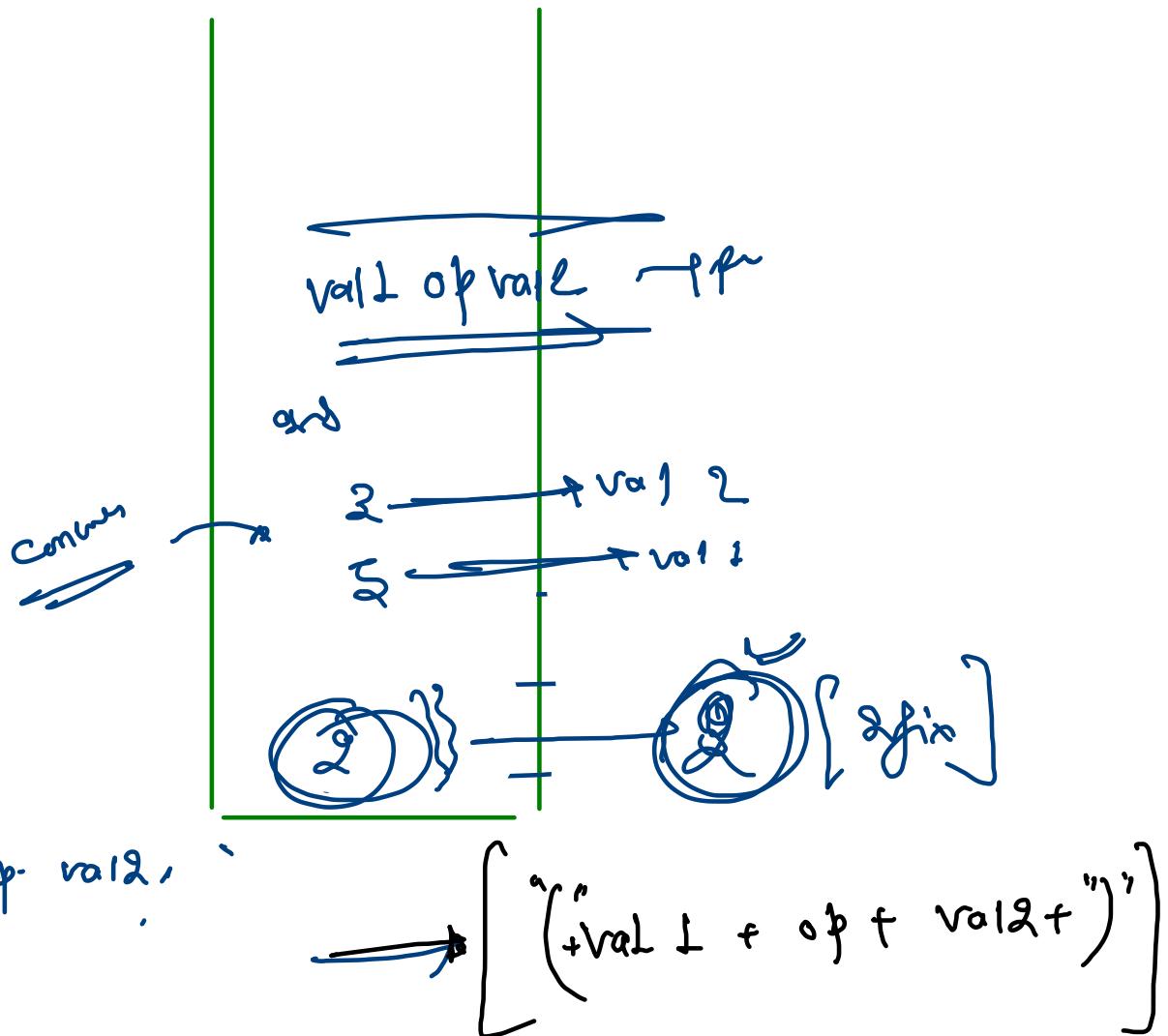
\*

`val2 = st.pop();`

`val1 = st.pop();`

`int res = val1 op val2;`

`st.push(res);`



prefix



$$6 * 4$$

,

.

