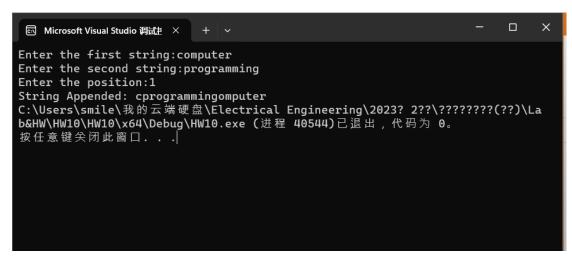
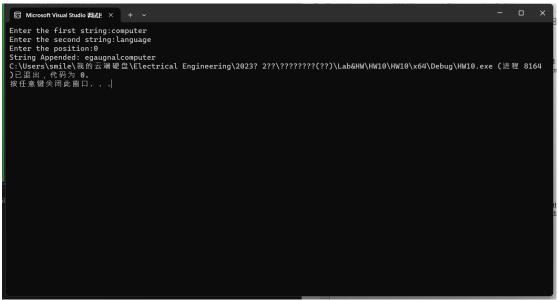
```
(全局范围)
           #define _CRT_SECURE_NO_WARNINGS
        #include<string.h>
          void apped(char* s1, char* s2, int pos);
aint main()
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              char s1[100] = { 0 };
char s2[100] = { 0 };
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               printf("Enter the first string:");
scanf("%s", s1);
              scanf('%s', s1);
printf('Enter the second string:');
scanf('%s', s2);
printf('Enter the position:');
scanf('%d', &pos);
               apped(s1, s2, pos);
               printf("String Appended:");
printf("%s",s1);
               return 0;
          oid apped(char *s1,char * s2,int pos)
          int length1 = strlen(s1);
int length2 = strlen(s2);
if (length1 < length2)</pre>
              int i = length1;
                 *(s1 + i + length2) = *(s1 + i);
              int j = 0;
while (++i <= length2)
              int i = length1;
while (i >= pos)
                 *(s1 + i + length2) = *(s1 + i);
                                *(s1 + i + length2) = *(s1 + i);
                           int j = length2-1;
                           while (0 \le j)
                               s1[++i] = s2[j--];
```





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main.c ⇒ ×
                                                            · (全局范围)
 #define CRT_SECURE_NO_WARNINGS
₽#include < stdio.h >
 #include<string.h>
#define Maxsize 20
    int length;
 float array[Maxsize];
}Stack, * StackP;
 StackP CreateStack(void);
 void InitStack(StackP s);
 void PushStack(StackP s, float num);
 void PopStack(StackP s, float* num);
 float calcula(float* s2, StackP stack1, StackP stack2);
float oper(StackP stack1, StackP stack2);
pint main()
    char s1[100] = { 0 };
float s2[100] = { 0 };
    StackP stack1=CreateStack();
    StackP stack2 = CreateStack();
    InitStack(stack1);
      StackP stack2 = CreateStack();
    InitStack(stack1);
    InitStack(stack2);
    printf("Enter a formula:");
    int sum1 = 0;
scanf("%s", s1);
while (*(s1+i)!='\0')
       if (*(s1 + i) == '+'|| *(s1 + i) == '-'|| *(s1 + i) == '*'|| *(s1 + i) == '/')
          s2[z++] = sum1;
s2[z++] = *(s1 + i);
sum1 = 0;
          sum1 = sum1 + (*(s1 + i) -48);
```

```
float sum=calcula(s2, stack1, stack2);
     printf("Output:%f",sum);
    return 0;
\blacksquareStackP CreateStack(void) \{ ... \}
■void InitStack(StackP s) [ ... ] 
■void PushStack(StackP s, float num)
    if (s->length >= Maxsize - 1)
        printf("Error,the stack is full!\n");
        s->array[++s->length] = num;
 pvoid PopStack(StackP s, float* num)
     if (s->length <= -1)
      *num = s->array[s->length--];
□float calcula(float *s1, StackP stack1, StackP stack2)
      if \ (*(s1+i) != '+'  \&\&  *(s1+i) != '-'  \&\&  *(s1+i) != '*'  \&\&  *(s1+i) != '/')\\
        PushStack(stack2, *(s1 + i));
      else
        if (stack1->length <= -1);
else if ((*(s1 + i) == '*' || *(s1 + i) == '/'))
           while (stack1->array[stack1->length] == '*' || stack1->array[stack1->length] == '/')
              float sym;
              PopStack(stack2, &num2);
              PopStack(stack2, &num1);
              PopStack(stack1, &sym);
```

```
    (全局范围)

               if ( sym== '*')
               if(sym == '/')
               PushStack(stack2, sum);
         else if ((*(s1 + i) == '+' || *(s1 + i) == '-'))
            sum = oper(stack1, stack2);
          PushStack(stack1, *(s1 + i));
    if (stack1->length > -1)
       sum=oper(stack1, stack2);
□float oper(StackP stack1, StackP stack2)
   float sym;
  float sum = 0;
PopStack(stack1, &sym);
   while (sym !=0)
     PopStack(stack2, &num2);
     PopStack(stack2, &num1);
if (sym == '+')
     else
     PushStack(stack2, sum);
PopStack(stack1, &sym);
```



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| Mark |
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```
Enter the number of strings(N):4
Enter a string:Its coming #love
Enter a string:Save lives #EveryonCounts
Enter a string:My favorite workout day. #fitness #motivation
Enter a string:My favorite workout day. #fitness #motivation
Enter a string:All eyes on this showdown @BrayntPark
Shortest hashtag: #love
D:\Electrical Enigneering\Electrical Engineering\2023? 2??\????????????????(??)\Lab&HW\HW10\HW10\x64\Debug\HW10.exe (进程 18696)
已退出、代码为 0。
按任意键关闭此窗口. . .
```