

1.main.c

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

```
#include <stdlib.h>
```

```
#include <string.h>
```

```
#include "header.h"
```

```
int main(){
```

```
    char exp[100];
```

```
    printf("Enter an expression: ");
```

```
    scanf("%s", exp);
```

```
    if(paranthesisBalanced(exp)){
```

```
        printf("The expression is balanced.\n");
```

```
    }else{
```

```
        printf("The expression is not balanced.\n");
```

```
    }
```

```
    return 0;
```

```
}
```

2.header.h

```
typedef struct {
```

```
    int top;
```

```
    char arr[100];
```

```
} Stack;
```

```
void init(Stack *s);
```

```
int isFull(Stack *s);
```

```
int isEmpty(Stack *s);
```

```
void push(Stack *s, int value);
```

```
void pop(Stack *s);
```

```
char peek(Stack *s);
```

```
int isParanthesisMatched(char char1, char char2);
```

```
int paranthesisBalanced(char exp[]);
```

3.logic.c

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

```
#include <stdlib.h>
```

```
#include "header.h"
```

```
void init(Stack *s) {
```

```
    s->top = -1;
```

```
}
```

```
int isFull(Stack *s) {
```

```
    return s->top == 99; // Adjusted for MAX = 100
```

```
}
```

```
int isEmpty(Stack *s) {
```

```
    return s->top == -1;
```

```
}
```

```
void push(Stack *s, int value) {
```

```
    if (isFull(s)) {
```

```
        printf("Stack overflow\n");
```

```
        return;
```

```
    }
```

```
    s->arr[++s->top] = value;
```

```
}
```

```
void pop(Stack *s) {
```

```
    if (isEmpty(s)) {
```

```
        printf("Stack underflow\n");
```

```
    }
```

```
    s->top--;
```

```
}
```

```

char peek(Stack *s) {
    if (isEmpty(s)) {
        return 0;
    }
    return s->arr[s->top];
}

int isParanthesisMatched(char char1, char char2){
    if(char1 == '(' && char2 == ')') return 1;
    if(char1 == '[' && char2 == ']') return 1;
    if(char1 == '{' && char2 == '}') return 1;
    return 0;
}

int paranthesisBalanced(char exp[]){
    Stack Characters;
    init(&Characters);
    int i = 0;
    while(exp[i] != '\0'){
        if(exp[i] == '(' || exp[i] == '[' || exp[i] == '{'){
            push(&Characters, exp[i]);
        }
        if(exp[i] == ')' || exp[i] == ']' || exp[i] == '}{
            if(isEmpty(&Characters) || !isParanthesisMatched(peek(&Characters), exp[i])){
                return 0;
            }else{
                pop(&Characters);
            }
        }
        i++;
    }
    return isEmpty(&Characters);
}

```

Output:

```
tanis@Tanishq MINGW64 /d/COEP/DSA/Serious/Assignment3/balancedParanthesis
• $ gcc -Wall main.c logic.c

tanis@Tanishq MINGW64 /d/COEP/DSA/Serious/Assignment3/balancedParanthesis
• $ ./a
Enter an expression: [()]
The expression is balanced.

tanis@Tanishq MINGW64 /d/COEP/DSA/Serious/Assignment3/balancedParanthesis
• $ ./a
Enter an expression: [()]
The expression is not balanced.

tanis@Tanishq MINGW64 /d/COEP/DSA/Serious/Assignment3/balancedParanthesis
• $ ./a
Enter an expression: [()]{ }{[( ) ( ) ( )}
The expression is balanced.
```