

<<interface>>

ExpressionManagerInterface.h

```
ExpressionManagerInterface()  
~ExpressionManagerInterface()  
virtual bool isBalanced(string expression)  
    virtual string postfixToInfix(string postfixExpression)  
    virtual string infixToPostfix(string infixExpression)  
    virtual string postfixEvaluate(string postfixExpression)
```



ExpressionManager.h

```
ExpressionManager()  
~ExpressionManager()  
bool isOpen(char parenth)  
bool isClose(char parenth)  
virtual bool isBalanced(string expression)  
    virtual string postfixToInfix(string postfixExpression)  
    virtual string infixToPostfix(string infixExpression)  
    virtual string postfixEvaluate(string postfixExpression)  
int precedence(char op)  
bool isValid(string expression)  
bool isParenth(char parenth)  
bool isCorresponding(char top, char parenth)
```

Factory.h

```
static ExpressionManagerInterface * createManager( )
```