

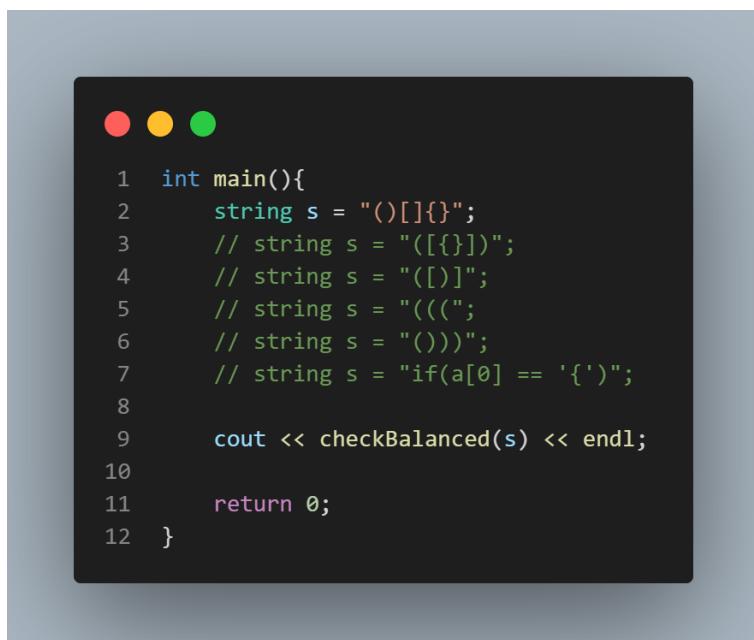
Stacks — Scenario Implementations (C++ Group Assignment)

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➤ Our Solution:

- We use **ArrayStack<char> solution** to solve the problem of **Balanced Brackets Linter**.
- Because we aren't allowed to use the default stack library, we need to define our own stack, a header file called "stack.hpp".
- In stack.hpp: Simple templated Stack implementation.
 - Template parameter T: element type stored in the stack.
 - Internally uses a dynamic array; top index tracks the current top element.
 - Provides push, pop, peek (inspect top), and empty.
 - pop() and peek() print an error and return default T on underflow; callers must check empty() first.
 - Fixed initial buffer (10); no automatic growth and no destructor/copy-safety in this example.
- In main.cpp:
 - We have checkBalanced function. It verifies bracket pairing in a string.
 - Uses a custom Stack<pair<char,int>> to track opening brackets and their positions.
 - Skips contents of single-quoted character literals (handles escaped characters).
 - Returns "OK" for balanced input or "ERROR pos=<1-based> reason=<...>" for the problem.
 - We Store both the opening bracket and its index so we can report the position of unclosed brackets.
 - When encountering a single-quoted literal, advance past the entire literal so any brackets inside the literal don't affect balancing logic.
 - Positions in error messages are 1-based to match typical user-facing indexing.
 - Escaped chars inside single quotes are handled: a backslash skips the next char.



```
1 int main(){
2     string s = "()[]{}";
3     // string s = "([{}])";
4     // string s = "([])";
5     // string s = "(((";
6     // string s = "())";
7     // string s = "if(a[0] == '{')";
8
9     cout << checkBalanced(s) << endl;
10
11    return 0;
12 }
```



```
1 template <typename T>
2
3 class Stack
4 {
5 private:
6     T *arr = new T[10]; // fixed-size buffer (example). Stores stack elements.
7     int top = -1;      // index of the top element (-1 means empty)
8
9 public:
10    void push(T value)
11    {
12        // overflow guard: simple check for fixed buffer size
13        if (top == 9)
14        {
15            cout << "Stack Overflow" << endl;
16            return;
17        }
18        arr[++top] = value; // increment top then store value
19    }
20
21    T pop()
22    {
23        T temp;
24        // underflow guard: no elements to pop
25        if (top == -1)
26        {
27            cout << "Stack Underflow" << endl;
28            return temp; // return default-constructed T
29        }
30        return arr[top--]; // return top element then decrement top
31        return temp;       // unreachable but harmless (keeps previous structure)
32    }
33
34    T peek()
35    {
36        T temp;
37        if (top == -1)
38        {
39            cout << "Stack Underflow" << endl;
40            return temp; // return default-constructed T if empty
41        }
42        T val = arr[top]; // read top value
43        return arr[top]; // return top element (do not modify top)
44        return temp;      // unreachable (left from original code)
45    }
46
47    bool empty()
48    {
49        return top == -1; // true when no elements are present
50    }
51};
```



```
1  string checkBalanced(const string &s)
2  {
3      Stack<pair<char, int>> st; // stack of (opening-bracket, index)
4
5      for (int i = 0; i < (int)s.length(); ++i)
6      {
7          char ch = s[i];
8
9          // If we hit a single-quoted literal, skip everything until the closing quote.
10         // This prevents characters like '{' inside literals from being interpreted as code.
11         if (ch == '\'')
12         {
13             ++i; // move past opening quote
14             while (i < (int)s.length())
15             {
16                 if (s[i] == '\\')
17                     { // escaped char inside literal: skip it and the next char
18                         ++i;
19                         if (i < (int)s.length())
20                             ++i;
21                         continue; // continue scanning inside the literal
22                     }
23                 if (s[i] == '\'')
24                     break; // found closing quote of the literal
25                 ++i;
26             }
27             continue; // continue main loop after the literal is skipped
28         }
29
30         // If an opening bracket, push it with its index.
31         if (ch == '(' || ch == '{' || ch == '[')
32         {
33             st.push({ch, i});
34         }
35         // If a closing bracket, check matching with top of stack.
36         else if (ch == ')' || ch == '}' || ch == ']')
37         {
38             if (st.empty())
39             {
40                 // No opening bracket for this closing one.
41                 return "ERROR pos=" + to_string(i + 1) + " reason=extra-closing";
42             }
43             auto top = st.peek(); // get the top pair<char,int> without removing
44             char open = top.first; // the opening bracket char
45             int pos = top.second; // its index (0-based)
46             st.pop(); // remove the matched opening
47             // If types don't match, it's a mismatch error at this closing bracket.
48             if ((ch == ')') && open != '(') ||
49                 (ch == '}') && open != '{') ||
50                 (ch == ']') && open != '['))
51             {
52                 return "ERROR pos=" + to_string(i + 1) + " reason=mismatch";
53             }
54         }
55     }
56
57     // After scanning: any remaining opening bracket is unclosed.
58     if (!st.empty())
59     {
60         auto top = st.peek();
61         // Report position as 1-based index of the unmatched opening bracket.
62         return "ERROR pos=" + to_string(top.second + 1) + " reason=unclosed";
63     }
64     return "OK";
65 }
```

Screenshot of the Result in Terminal:

The screenshot shows a terminal window integrated into a code editor interface. The code editor tab bar at the top includes 'PROBLEMS', 'OUTPUT', 'DEBUG CONSOLE', 'TERMINAL' (which is underlined, indicating it is active), and 'PORTS'. The terminal pane displays the following session:

```
PS D:\Code\Year2\C++\Week4> cd "d:\Code\Year2\C++\Week4\stack\" ; if ($?) { g++ main.cpp -o main } ; if ($?) { .\main }
● OK
● PS D:\Code\Year2\C++\Week4\stack> cd "d:\Code\Year2\C++\Week4\stack\" ; if ($?) { g++ main.cpp -o main } ; if ($?) { .\main }
OK
● PS D:\Code\Year2\C++\Week4\stack> cd "d:\Code\Year2\C++\Week4\stack\" ; if ($?) { g++ main.cpp -o main } ; if ($?) { .\main }
ERROR pos=3 reason=mismatch
● PS D:\Code\Year2\C++\Week4\stack> cd "d:\Code\Year2\C++\Week4\stack\" ; if ($?) { g++ main.cpp -o main } ; if ($?) { .\main }
ERROR pos=3 reason=unclosed
● PS D:\Code\Year2\C++\Week4\stack> cd "d:\Code\Year2\C++\Week4\stack\" ; if ($?) { g++ main.cpp -o main } ; if ($?) { .\main }
ERROR pos=3 reason=extra-closing
● PS D:\Code\Year2\C++\Week4\stack> cd "d:\Code\Year2\C++\Week4\stack\" ; if ($?) { g++ main.cpp -o main } ; if ($?) { .\main }
OK
○ PS D:\Code\Year2\C++\Week4\stack>
```