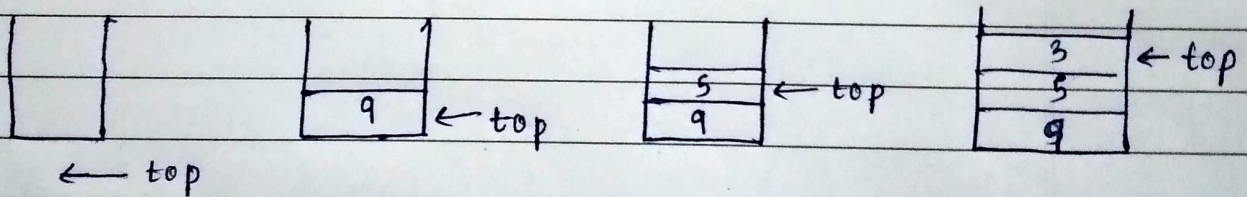


* Data structures used:-

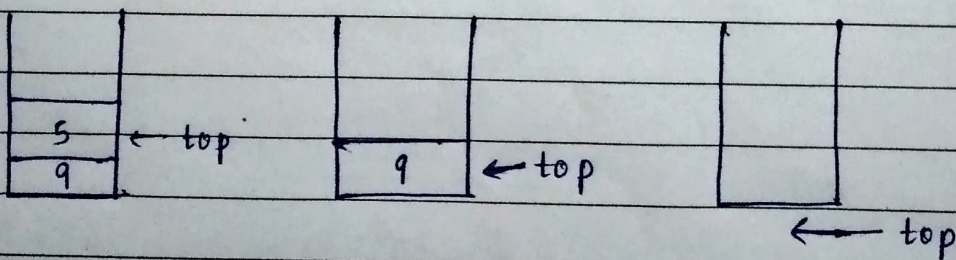
1) Stack:-

- Stack is a LIFO (last in first out) structure.
- It is an ordered list of the same type of elements.
- A stack is a linear list where all insertions and deletions are permitted only at the end of the list.
- When elements are added to stack it grows at one end.
- Similarly, when elements are deleted from a stack, it shrinks at the same end.

→ addition of elements:-



→ deletion of elements:-

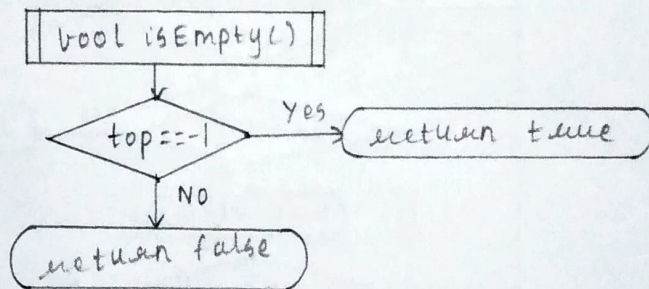


Flowchart for class stack1

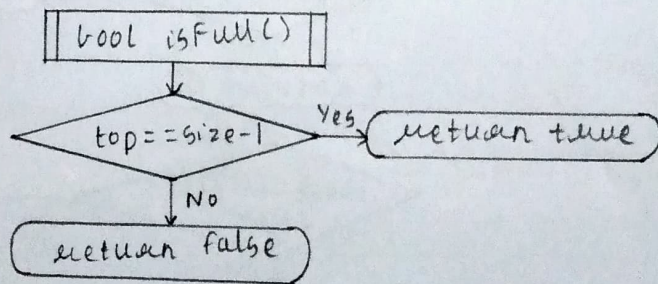
```

class stack1
{
    int top
    char stack[200]
    char infix[100]
    stack1() { top = -1; }
    void infix()
    void check()
    int check1(char tkn)
    void push(int x)
    int pop()
    bool isEmpty()
    bool isFull()
    void display()
}
    
```

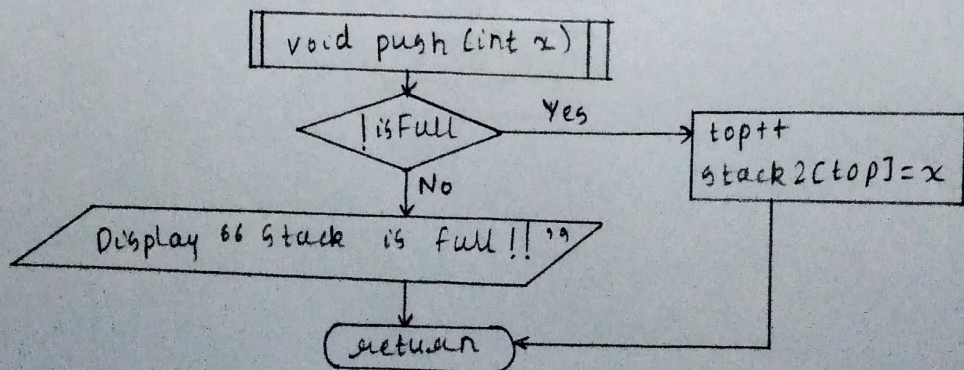
→ Flowchart for bool stack1::isEmpty()



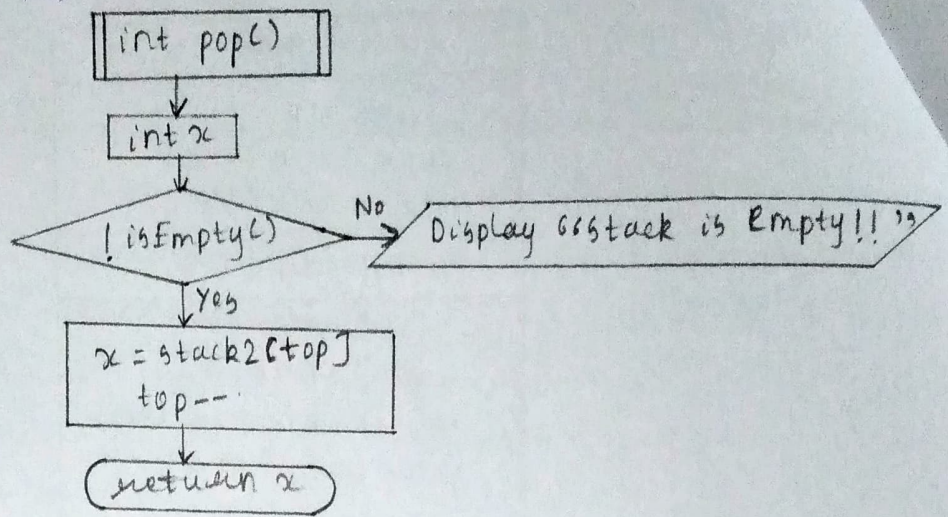
→ Flowchart for bool isFull()



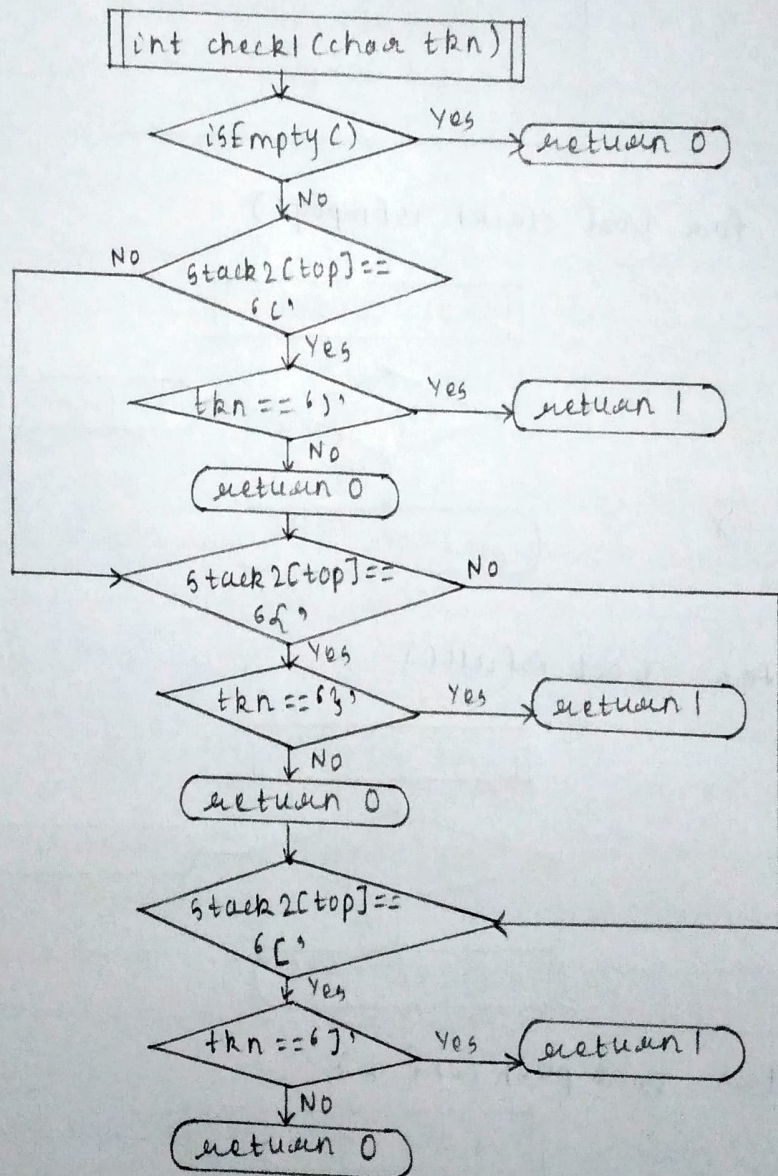
→ Flowchart for void push(int x)



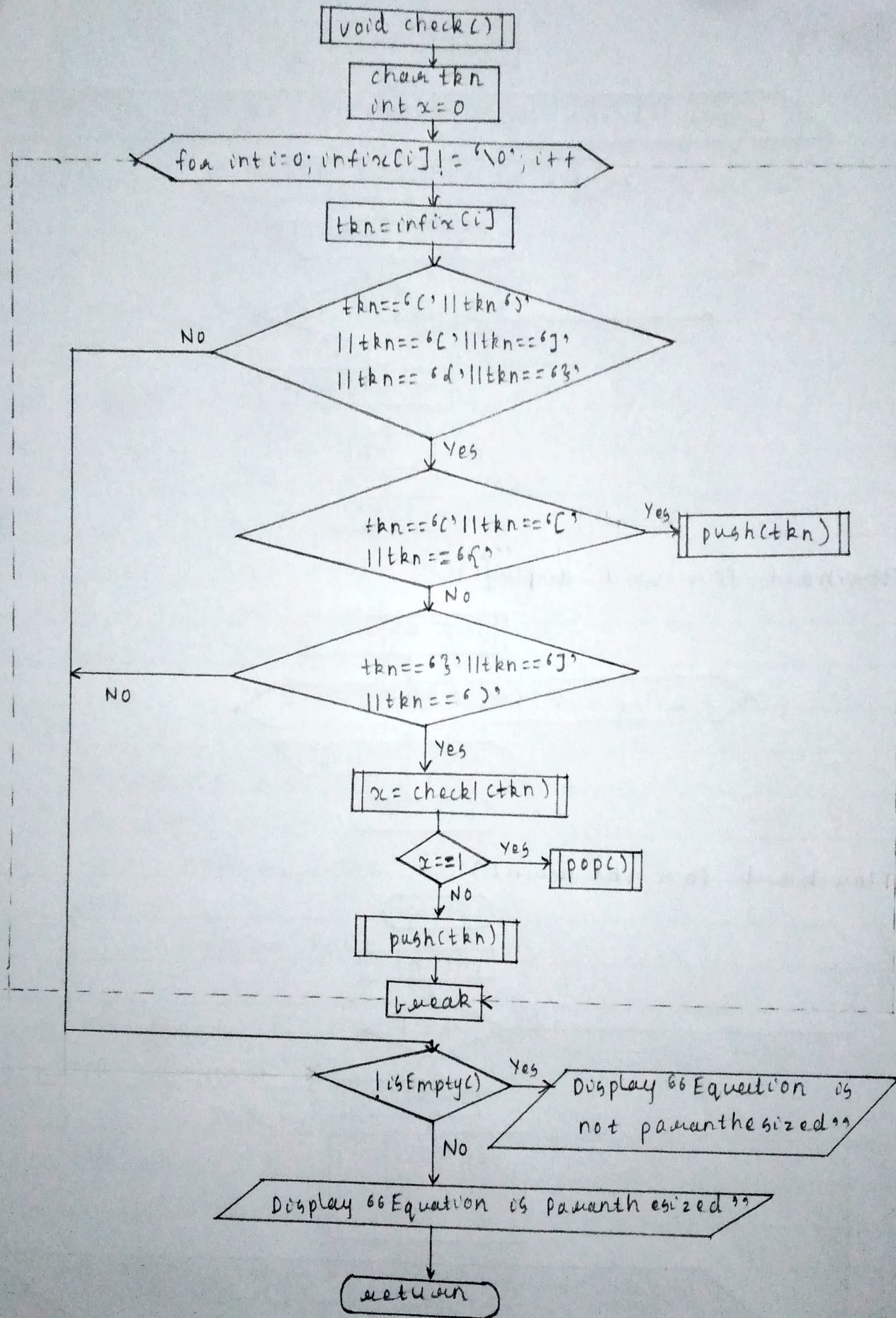
→ Flowchart for int pop()



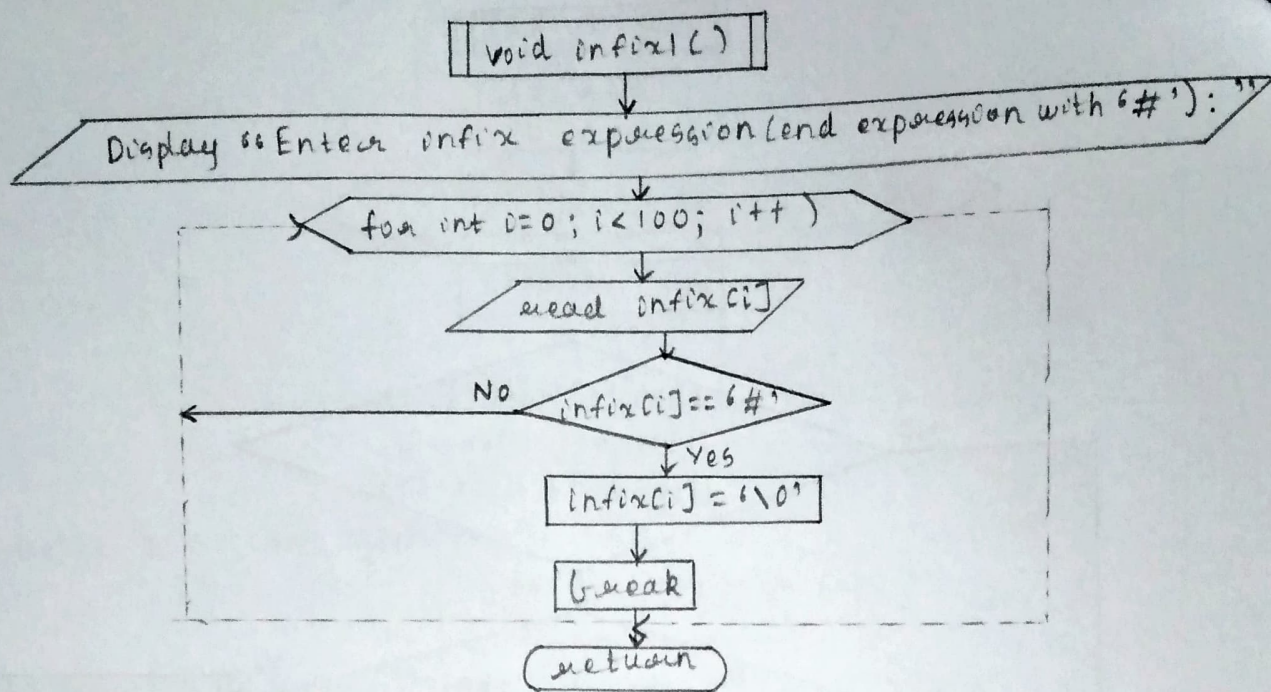
→ Flowchart for int check(char tkn)



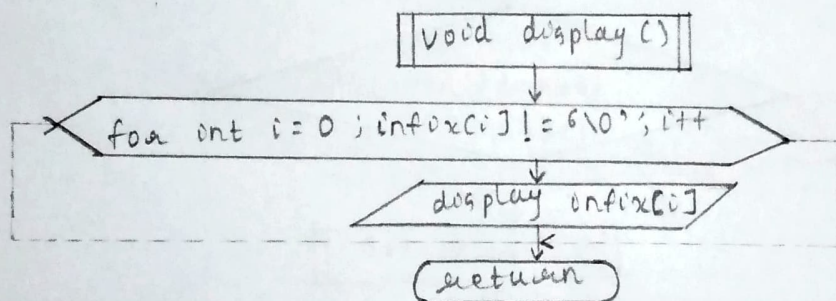
Algorithm for void check()



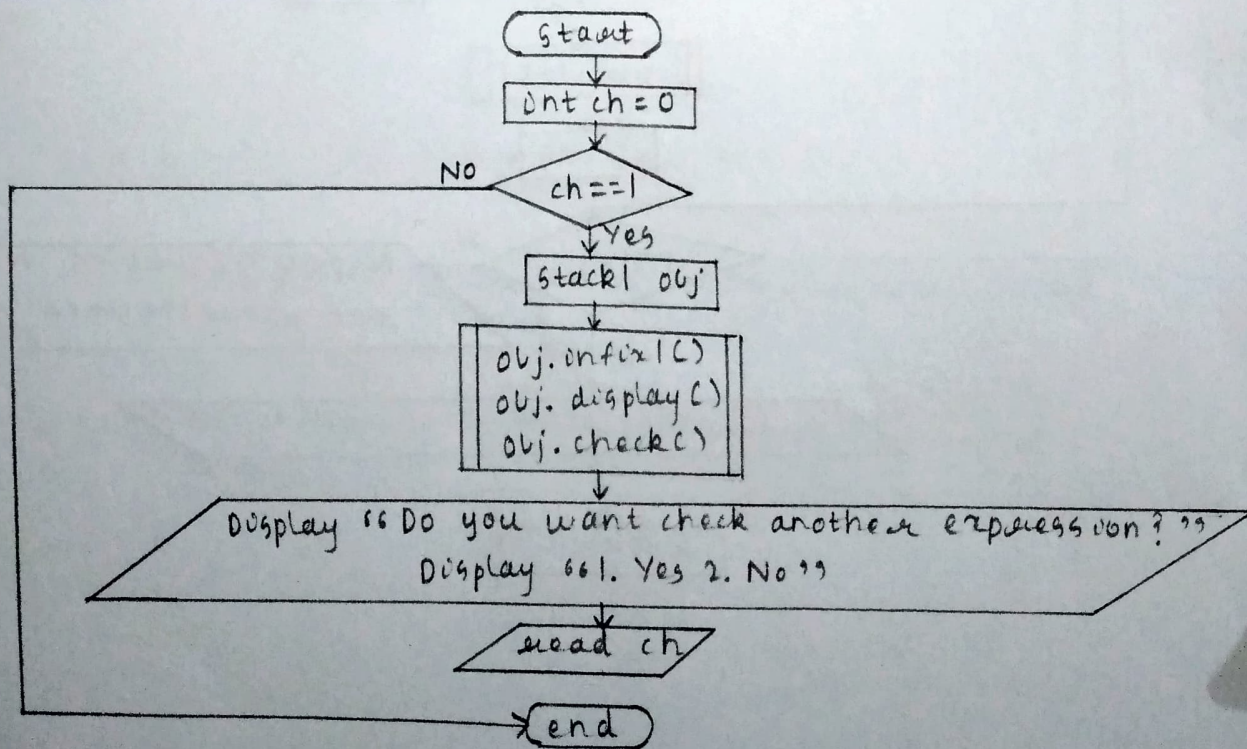
→ Flowchart for void infix()



→ Flowchart for void display()



→ Flowchart for int main()



→ Pseudocode for class Stack

1. Declare int top

char stack2[100]

char infix[100]

2. Create stack()

top = -1

3. Create void infix()

void check()

int check(char tkr)

void push(int x)

int pop()

bool isEmpty()

bool isFull()

void display()

→ Pseudocode for bool isEmpty()

1. if top == -1 then

return true

else

return false

→ Pseudocode for bool isFull()

1. if top = 100 - 1 then

return true

else

return false

→ Pseudocode for ^{void} push(int x)

1. if !isFull() then

increment top

store stack2[top] = x

else

Display "stack is full!!"

2. return

→ Pseudocode for int pop()

1. Declare int x

2. if isEmpty() then

store x = stack2[top]

decrement top

return x

else

display "stack is empty!!"

→ Pseudocode for int check1(char tkn)

1. if isEmpty() then

return 0

2. if ~~stk~~ stack2[top] == '(' then

if tkn == ')' then

return 1

else

return 0

3. if stack2[top] == '{' then

if tkn == '}' then

return 1

else

return 0

4. if stack2[top] == '[' then

if tkn == ']' then

return 1

else

return 0

→ Pseudocode for void check()

1. Declare char tkn
2. Initialize int x = 0
3. for i = 0; infix[i] != '\0'; i++ do

begin

store tkn = infix[i]

if tkn == '(' || tkn == ')' || tkn == '{' || tkn == '}' || tkn == '[' || tkn == ']' then

tkn == '(' || tkn == '[' then

if tkn == '(' || tkn == '[' then

call function push(tkn)

if tkn == ')' || tkn == ']' || tkn == '}' then

store x = check1(tkn)

if x == 1 then

call function pop()

else

call function push(tkn)

break

end

4. if !isEmpty() then

Display "Equation is not parenthesized!!"

else

Display "Equation is parenthesized!!"

5. return

→ Pseudocode for void infix()

1. Display "Enter infix expression (end expression with '#'):"

2. for i = 0; i < 100; i++) do

begin

read infix[i]


```

if infix[i] == '#' then
  infix[i] = '\0'
  break

```

end

3. return

→ Pseudocode for void display()

```

1. for int i=0; infix[i] != '\0'; i++
   begin
     display[infix[i]]
   end

```

2. return

→ Pseudocode for int main()

1. Start

2. Initialize int ch=0

3. while ch==1 do

begin

```

  create stack1 obj
  call function obj.infix()
  call function obj.display()
  call function obj.check()

```

Display "DO YOU WANT TO CHECK ANOTHER EXPRESSION?"

Display "1. YES 2. NO"

read ch

end

4. Stop



Q1 Explain the stack operations.

Ans-1) `isEmpty()` :- checks if whether the stack is empty or not.

- It returns true if stack is empty, otherwise false.

2) `isFull()` :-

- checks if whether the stack is full or not.
- It returns true if stack is full, otherwise false.

3) `push(x)` :-

- Adds the element 'x' at the top of the stack

4) `pop()`

- Deletes the most recent element entered ~~at~~ of the stack

5) `display()`

- It is used to display elements present in the stack.

Q2. Write down applications of stack.

Ans. Stack data structure is very useful, few of its usages are given below:-

1. Expression ~~and~~ conversion

a) Infix to postfix

b) Infix to prefix

c) Postfix to infix

d) Prefix to infix

2. Expression evaluation

3. Parsing

4. Simulation of recursion

5. Function call