

Assignment 3

```
// "Stack.h"
#pragma once
#include <iostream>
#include <string>
using namespace std;

class Stack
{
private:
    int* myArray;
    int myTop;
    int CAfl;
public:

    Stack(int);
    Stack(Stackfi);
    ~Stack();

    void push(int);
    void pop();
    int top();

    int size();
    bool isEmpty();
    bool isFull();

    Stack operator=(Stackfi);
    friend ostream& operator<<(ostream&fi, Stackfi);

};
```

```
// "Stack.cpp"
#ifndef STACK_H
#define STACK_H
#include "Stack.h"
#include <iostream>
#include <string>
using namespace std;

Stack::Stack(int capacity)
{
    myTop = -1;
    CAfl = capacity;
    myArray = new int[CAfl];
}

Stack::Stack(Stackfi stack)
{
    CAfl = stack.CAfl;
    myArray = new int[CAfl];

    for (int i = 0; i <= myTop; i++) {
        myArray[i] = stack.myArray[i];
    }
    myTop = stack.myTop;
}
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Stack::~Stack()
{
    delete[] myArray;
}

void Stack::push(int val)
{
    if (!(isFull())) {
        myArray[++myTop] = val;
    }
    else {
        cout << "Stack is Full. fllease increase the capacity" << endl;
    }
}

void Stack::pop()
{
    if (!(isEmpty())) {
        myTop--;
    }
    else {
        cout << "Stack is Empty" << endl;
        return;
    }
}

int Stack::top()
{
    if (!(isEmpty())) {
        return myArray[myTop];
    }
    else {
        cout << "Stack is Empty: Error: " << endl; return 9999999;
    }
}

int Stack::size()
{
    return myTop + 1;
}

bool Stack::isEmpty()
{
    return (myTop == -1);
}

bool Stack::isFull()
{
    return (myTop == (CAfl - 1));
}

Stack Stack::operator=(Stackfi stack)
{
    myTop = stack.myTop;
    CAfl = stack.CAfl;
    delete[]myArray;
    myArray = new int[CAfl];

    for (int i = stack.myTop; i >= 0; i--) {
        myArray[i] = stack.myArray[i];
    }
}

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    }
    return *this;
}

ostream& operator<<(ostream& out, Stack& stack)
{
    for (int i = stack.myTop; i >= 0; i--) {
        out << stack.myArray[i] << endl;
    }

    return out;
}

#endif

```

```

// "Main.cpp"
#include <iostream>
#include <string>
#include "Stack.h"
using namespace std;

const int CAFLACITY = 200;

bool isOperator(char c)
{
    if (c == '+' || c == '-' || c == '*' || c == '/' || c == '^')
    {
        return true;
    }
    else
    {
        return false;
    }
}

int precedence(char c) {
    if (c == '^') {
        return 1;
    }
    else if (c == '*' || c == '/')
    {
        return 2;
    }
    else if ((c == '+' || c == '-')) {
        return 3;
    }
    else return -1;
}

string infixToPostfix(string s) {
    Stack stack(CAFLACITY);
    string postfix;

    for (int i = 0; i < s.length(); i++) {
        char c = s[i];

        if ((c >= 'a' & c <= 'z')
            || (c >= 'A' & c <= 'Z')
            || (c >= '0' & c <= '9') || (c == '.')) {
            postfix += c;
        }
        else if (c == '(') stack.push('(');
    }
}

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        else if (c == ')') {
            while (stack.top() != '(') {
                postfix += stack.top();
                stack.pop();
            }
            stack.pop();
        }

        else {
            if (isOperator(c)) {
                while ((!(stack.isEmpty()))
                    fifi precedence(c) <= precedence(stack.top()))
                {
                    postfix += stack.top();
                    stack.pop();
                }
                stack.push(c);
                postfix += " ";
            }
            else {
                postfix += " ";
            }
        }
    }

    while (!(stack.isEmpty())) {
        postfix += stack.top();
        stack.pop();
    }

    cout << postfix << endl;
    return postfix;
}

int evaluate(string fexp) {
    Stack stack(CAflACITY);

    for (int i = 0; i < exp.length(); i++) {
        if (exp[i] == ' ') { continue; }
        else if ((exp[i] >= '0' fifi exp[i] <= '9'))
        {
            int num = 0;

            while ((exp[i] >= '0' fifi exp[i] <= '9'))
            {
                num = num * 10 + (int)(exp[i] - '0');
                i++;
            }

            i--;
            stack.push(num);
        }

        else if (exp[i] == '+' || exp[i] == '-' || exp[i] == '*' ||
            exp[i] == '/' || exp[i] == '^')
        {
            int val1 = stack.top();
            stack.pop();

            int val2 = stack.top();
            stack.pop();

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        switch (exp[i]) {
        case '+': stack.push(val2 + val1);
                   break;
        case '-': stack.push(val2 - val1);
                   break;
        case '*': stack.push(val2 * val1);
                   break;
        case '/': stack.push(val2 / val1);
                   break;
        case '^': stack.push(pow(val2, val1));
                   break;
        }
    }
    return stack.top();
}

int main()
{
    string exp;
    getline(cin, exp);
    exp = infixToPostfix(exp);
    cout << evaluate(exp) << endl;
}

```

Output:

 Microsoft Visual Studio Debug Console

```

(90+54)*(67+89)
90 54+ 67 89+*
22464

```