

Programming Project 5

Due: Tuesday, 3/28/17 at 11:59 pm

Infix Expression Evaluator

For this lab, write a JAVA program that will evaluate an infix expression. The algorithm REQUIRED for this program will use two stacks, an operator stack and a value stack. Both stacks MUST be implemented using a linked list class.

The commands used by this system are listed below and are to come from standard input. Your program is to prompt the user for input and display error messages for unknown commands. The code in Proj5Base.java already does this for you. You are expected to use that code as the base for your project.

Command	Description
q	Quit the program.
?	List the commands used by this program and a brief description of how to use each one.
<infixExpression>	Evaluate the given infix expression and display its result.

The **<infixExpression>** will only use the operators of addition, subtraction, multiplication, division and the parentheses. It will also only contain unsigned (i.e. positive) integer values. We obviously could allow for more operators and more types of values, but the purpose of this assignment is to focus on linked list classes and not on complicated arithmetic expressions.

Infix Expression are when the operators of addition, subtraction, multiplication and division are listed IN between the values. Infix Expressions require the use of parentheses to express non-standard precedence. Examples of Infix Expressions are:

42 + 64
 60 + 43 * 18 + 57
 (60 + 43) * (18 + 57)
 18 - 12 - 3
 18 - (12 - 3)

Postfix Expressions are when the operators of addition, subtraction, multiplication and division are list AFTER (i.e. “post”) the values. Postfix Expression never require the use of parentheses to express non-standard precedence. The fact that postfix expressions do not need parentheses makes them much easier to evaluate than infix expressions. In fact, most computers first convert infix expression to a postfix expression and then evaluate that postfix expression.

A postfix expression is evaluated using a stack. When a value is encountered, it is pushed onto the stack. When an operator is encountered, two values are popped from the stack. Those values are evaluated using the operation implied by the operator. Then the result is pushed back onto the stack. When the end of a postfix expression is encountered, the value on the top of the stack is the result of the expression. There should only be one value on the stack when the end of the postfix expression is encountered.

Examples of Postfix Expressions are:

```
42 64 +
60 43 18 * + 57 +
60 43 + 18 57 + *
18 12 - 3 -
18 12 3 - -
```

Both the algorithm to convert an infix expression to a postfix expression and the algorithm to evaluate a postfix expression require the use of stacks. Note that the conversion algorithm requires a stack of operators, while the evaluation algorithm requires a stack of values.

For this program, you are to write the following methods for the linked list stack class:

```
boolean isEmpty ( ); // return true if the stack has no members
void push (data); // add the data to the top of the stack
data top ( ); // return the data value on the top of the stack
void pop ( ); // remove the data value from the top of the stack
```

You may also wish to write an “initialize” method to set up the stack (this could be a constructor or a normal method). You can also write a “topPop()” method that combine both the top and pop operations in a single method. Also, note that since the values from the infix expressions will all be integer values (we will only do integer division), and since the operators can all be represented as characters (which is a sub-class of integers), you are more than welcome to write a single linked list structure to be used for both stacks.

The instance/variable containing for the head of each linked list **MUST** be declared as a local variable to some method (it may be as a local variable to a method other than main()). **It may NOT be global.** Each operation performed on the linked list **MUST** be done in its own method. ALL data members of the linked list class (i.e. the head of the linked list) **MUST** use access modifier of private.

Algorithm for Infix to Postfix Conversation and Postfix Evaluation

First we will define the algorithm use for popAndEval (). This algorithm plays a critical role in the overall Evaluation of our expressions.

```
op = top (OperatorStack)
pop (OperatorStack)
v2 = top (ValueStack)
pop (ValueStack)
v1 = top (ValueStack)
pop (ValueStack)
v3 = eval ( v1, op, v2 )
push (ValueStack, v3)
```

To keep some of the error handling/recovery simple for this project, if you are trying to perform a top operation on an empty ValueStack, print out an error message and return the value of -999.

If the operator `op` for `eval ()` is not one of `*`, `/`, `+` or `-`, print out an error message and return the value of `-999`.

When getting the input for an infix expression, the program **Proj5Base.java** breaks everything down into “tokens”. There are 3 types of tokens we are mostly concerned with: an OPERATOR token, a VALUE token and the EndOfLine token. The code in the method `processExpression()` already checks for these tokens but you will need to add the code how to interact with the stacks.

First step:

Empty both the OperatorStack and the ValueStack

Second Step:

```

While (the current token is not the EndOfLine Token)
  if ( the current token is a VALUE )
    push the value onto the ValueStack
  if ( the current token is an OPERATOR )
    if ( the current operator is an Open Parenthesis )
      push the Open Parenthesis onto the OperatorStack
    if ( the current operator is + or - )
      while ( the OperatorStack is not Empty &&
              the top of the OperatorStack is +, -, * or / )
        popAndEval ( )
      push the current operator on the OperatorStack
    if ( the current operator is * or / )
      while ( the OperatorStack is not Empty &&
              the top of the OperatorStack is * or / )
        popAndEval ( )
      push the current operator on the OperatorStack
    if ( the current operator is a Closing Parenthesis )
      while ( the Operator Stack is not Empty &&
              the top of the OperatorStack is not an Open Parenthesis )
        popAndEval ( )
      if (the OperatorStack is Empty )
        print an error message
      else
        pop the Open Parenthesis from the OperatorStack
  get the next token from the input

```

Third Step:

```

Once the EndOfLine token is encountered
  while (the OperatorStack is not Empty )
    popAndEval ( )
  Print out the top of the ValueStack as the result of the expression
  Popping the ValueStack should make it empty, print error if not empty

```

The error statements in the above algorithm should only occur if an invalid infix expression is given as input. You are not required to check for any other errors in the input.

Command Line Argument: Debug Mode

Your program is to be able to take one optional command line argument, the `-d` flag. When this flag is given, your program is to run in "debug" mode. When in this mode, your program should display the operators and values as they are encountered in the input. The `println` statements for these are already included in the program `Proj5Base.java`

When the flag is not given, this debugging information should not be displayed. One simple way to set up a "debugging" mode is to use a boolean variable which is set to true when debugging mode is turned on but false otherwise. This variable may be a global variable. Then using a simple if statement controls whether information should be output or not.

```
if ( debugMode == TRUE )
    printf (" Debugging Information \n");
```

Provided Code for the User Interface

The code given in `Proj5Base.java` should properly provide for the user interface for this program including all command error checking. This program has no code for the linked list. It is your job to write the functions for the specified operations and make the appropriate calls. Most of the changes to the existing program need to be made in the `processExpression ()` method. Look for the comments of:

```
// add code to perform this operation here
```

Note: the instances containing the heads of the linked list are required to be a local variable in a method. The function `processExpression()` is strongly suggested as the method in which to declare the instances of these linked lists.

Use of Existing Java Libraries

You are responsible to write the code for the linked list stacks yourself! This is the primary purpose of this project. Since the Java Libraries already contain a class called **Stack**, you should name your class something like **MyStack** to avoid confusion.

You are not allowed to use any of the classes from the Java Collections Framework in this program. These classes include `ArrayList`, `Vector`, `LinkedList`, `List`, `Set`, `Stack`, `HashMap`, etc. **If you need such a class, you are to write it yourself.** A full listing of the Java Collections Framework can be found at:

<http://docs.oracle.com/javase/7/docs/technotes/guides/collections/reference.html>

MULTIPLE SOURCE CODE FILES

Your program is to be written using at least two source code files. All of the storage structure code (the linked list code) is to be in one source code file. While the other file (or files if you wish to have more than two source code files) would contain the remainder of the program.

Program Submission

You are to submit the programs for this lab via the Assignments Page in [Blackboard](#).

To help the TA, name the file containing the main() method that starts your program with your net-id and the assignment name, like:

- Ptroy1Proj5.java

This really means to rename the user interface code base file from Proj5Base.java to

- Ptroy1Proj5.java

Also, make sure you replace “Ptroy1” with your own Net-ID! Note that Java Naming Convention has the name of the file beginning with an upper case letter. This also means that the name of the public class in the file needs to have its name changed also.

Since we are to have multiple source code files, please zip all of your java code files together into a file name with your net-id and the assignment name, like:

- Ptroy1Proj5.zip

Again, please replace “Ptroy1” with your own Net-ID!