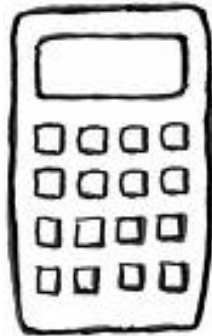


# CAS CS 112 – Spring 2008, Assignment 3

## due at 10:00 pm on Thursday, February 28



In this assignment you will write a programmable calculator. The calculator will have an assign function which takes a variable name and an assignment: either an integer or postfix expression. The calculator will also have an evaluate function which takes a postfix expression and converts it into an integer, and then returns that integer. Postfix expressions will consist of single character variables, arithmetic operations (+, -, \*, /), and integers between 0 and 9 inclusive. You can see example use of the calculator below.

```
Calculator c = new Calculator();
c.assign("x=5");
c.assign("y=x7+");
int first = c.evaluate("xy*");
c.assign("z=57*");
c.assign("x=x8+y *");
int sec = c.evaluate("xy+");
int third = c.evaluate("z");
//This code will set first to 60, then it will set sec to 168, and third to 35.
```

## Linked list

(25 Points) You will create a linked list data structure to store variables. The linked list will consist of variable nodes; these will contain the variable name as a char and its value as an int. Students should create this structure in a separate class named **VList**.

## Iterator

(10 points) **VList** should implement the **Iterable** interface. Feel free to use your Iterator when looking up the values of variables.

## Stack

(25 Points) You will create a stack to evaluate postfix expressions. The stack will be completely dynamic, that is the underlying data structure will be a linked list. You should only need one stack to perform an evaluation. The stack should also be its own class named **CStack**.

## Calculator

(30 Points) Finally, you will create a calculator class named **Calculator** which contains a constructor and two public methods **void assign(string assgnmnt)** and **int evaluate(string expr)** as described above.

## Handling bad input

(10 points) If your calculator encounters a malformed postfix expression or an undefined variable, it must throw a **malformedPostfixException** or **undefinedVariableException**, respectively. We will show you how to define your own exceptions by extending the Exception class in lab.

## Submissions

Please submit all files necessary for compilation, including the files named above and any additional files that you used. You do not need to submit a test file or a main method.