

```

runner% cat -n eval1.c
1 /* arith.c: simple parser --- bold evaluates */
2 #include <stdio.h>
3 #include <stdlib.h>
4 #include <ctype.h>
5 #include <math.h> /* for pow */
6 char next;
7 double E(void);
8 double T(void);
9 double S(void);
10 double F(void);
11 void error(void);
12 void scan(void);
13 double evaluate(double arg1, char op, double arg2);
14
15 void main(void)
16 {
17     double res;
18     scan();
19     res = E();
20     if (next != '#') error();
21     else
22         printf("Result is: %.5f\n", res);
23 }
24
25 double E(void)
26 {
27     char save;
28     double res, arg1, arg2;
29     res = T();
30     while (next == '+' || next == '-') {
31         save = next;
32         arg1 = res;
33         scan();
34         arg2 = T();
35         res = evaluate(arg1, save, arg2);
36     }
37     return res;
38 }
39
40 double T(void)
41 {
42     char save;
43     double res, arg1, arg2;
44     res = S();
45     while (next == '*' || next == '/') {
46         save = next;
47         arg1 = res;
48         scan();
49         arg2 = S();
50         res = evaluate(arg1, save, arg2);
51     }
52     return res;
53 }
54
55 double S(void)
56 {
57     char save;
58     double res, arg1, arg2;
59     res = F();
60     if (next == '^') {
61         save = next;
62         arg1 = res;
63         scan();
64         arg2 = S();
65         res = evaluate(arg1, save, arg2);
66     }
67     return res;
68 }
69
70 double F(void)
71 {
72     char save;
73     double res;
74     if (isdigit(next)) {
75         save = next;
76         scan();
77         return (double)(save - '0');
78     }
79     else if (next == '(') {
80         scan();
81         res = E();
82         if (next == ')') scan();
83         else error();
84         return res;
85     }
86     else {
87         error();
88         return 0;
89     }
90 }
91 void scan(void)
92 {
93     while (isspace(next = getchar()))
94         ;
95 }
96 void error(void)
97 {
98     printf("\n*** ERROR ***\n");
99     exit(1);
100 }
101 double evaluate(double arg1, char op, double arg2)
102 {
103     switch (op) {
104     case '+': return arg1 + arg2;
105     case '-': return arg1 - arg2;
106     case '*': return arg1 * arg2;
107     case '/': return arg1 / arg2;
108     case '^': return pow(arg1, arg2);
109     default: error(); return 0;
110     }
111 }

```

```

runner% cc -o eval1 -lm eval1.c (Need -lm because of pow)
runner% eval1
2+3*4#
Result is: 14.00000

runner% eval1
3*4+5#
Result is: 17.00000

runner% eval1
(2+3)*4#
Result is: 20.00000

runner% eval1
3*(2+4)/(5+1))-2#
Result is: 1.00000

runner% eval1
(5+3)^(2+1)^2#
Result is: 134217728.00000

runner% eval1
2+3*4^5*6+7#
Result is: 18441.00000

runner% eval1
2 + (3*(4^5)*6) + 7#
Result is: 18441.00000
(same with parentheses)

runner% eval1
((3^2-4*1^2)^(1/2)-3)/(2*1)#
Result is: -1.00000

runner% eval1
((2-3)^(4+1)^5)/6-(2-4)^7)-8#
Result is: 5.83333

runner% eval1
3^4^2#
Result is: 43046721.00000

runner% eval1
3^(4^2)#
Result is: 43046721.00000
(same with parentheses)

runner% eval1
(3^4)^2#
Result is: 6561.00000

runner% eval1
9 - 5 - 3 #
Result is: 1.00000

```