An Extra Bonus

5 points

to the first person

not to mention

or allude to

any tests

in any way.

```
Formula * read_rpf()
{ string s = read_next_symbol();
  if (is_number(s))
    return new Formula('N', s);
  else if (is_variable(s))
    return new Formula('X');
  else if (is_operator(s))
  { Formula * a = ❷ read_rpf();
    if (a==NULL) return NULL;
    Formula * b = ❸ read_rpf();
    if (b==NULL) return NULL;
    return new Formula('C', s, a, b); }
  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```

---

1. Main is running, remaining input is " * + 1 x 3 ? "

main
where did I come from? nowhere
f = □

```
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somewhere else: Formula * f = ❶ read_rpf();
maybe main
```
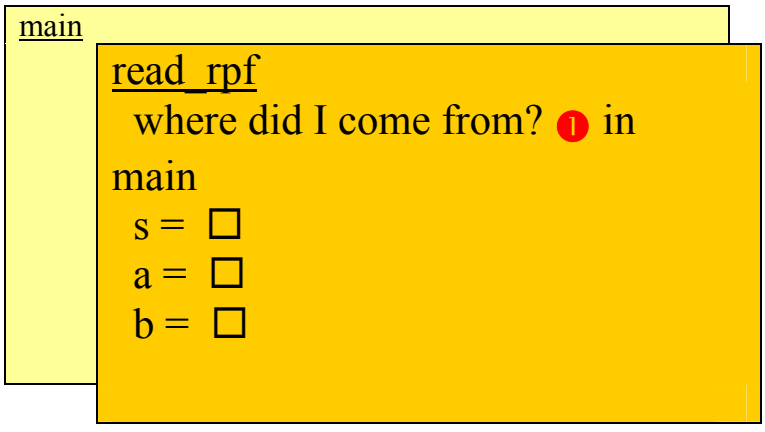

---

2. main calls read_rpf at point ❶, remaining input is " * + 1 x 3 ? "



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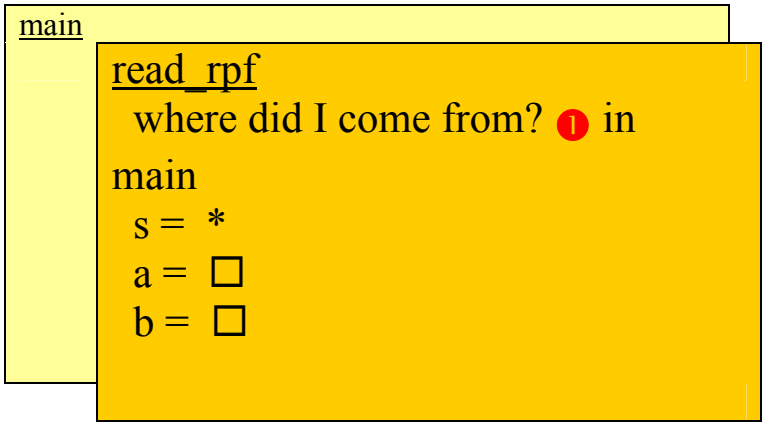
somewhere else: Formula * f = ❶ read_rpf();
maybe main
```

---

3. The symbol is read and we get to point ❷, remaining input is " + 1 x 3 ? "



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    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```
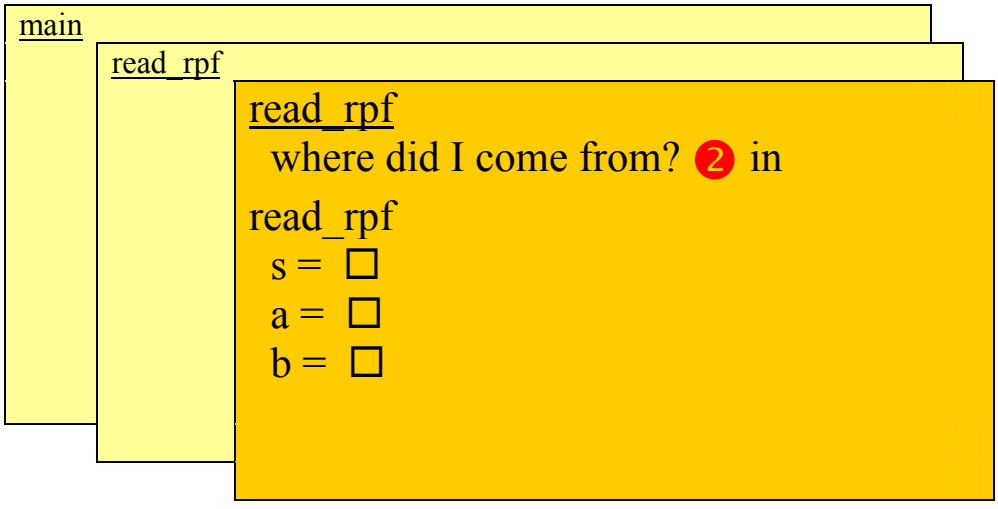

---

4. so read_rpf is called recursively. Remaining input is still " + 1 x 3 ? "



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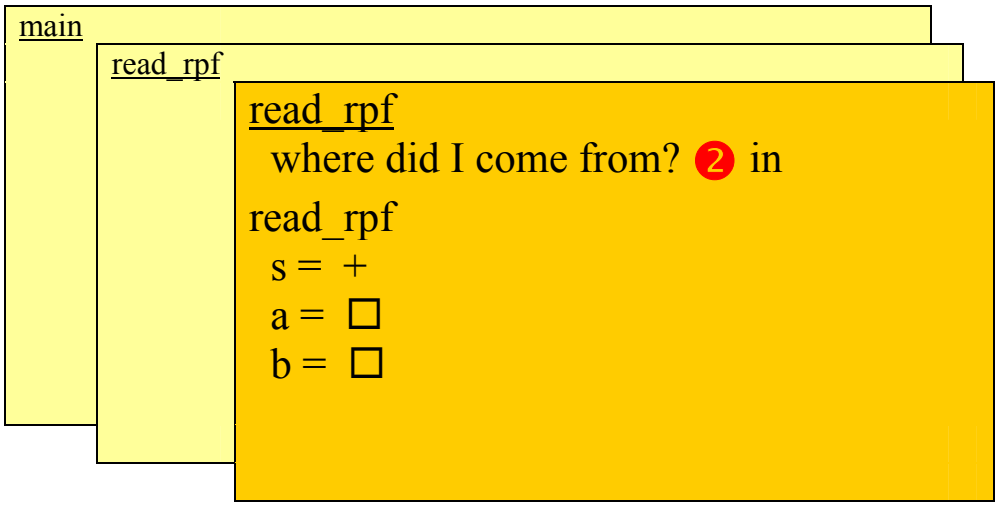
  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```

---

5. The symbol is read and we get to point ❷, remaining input is " 1 x 3 ? "



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  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```
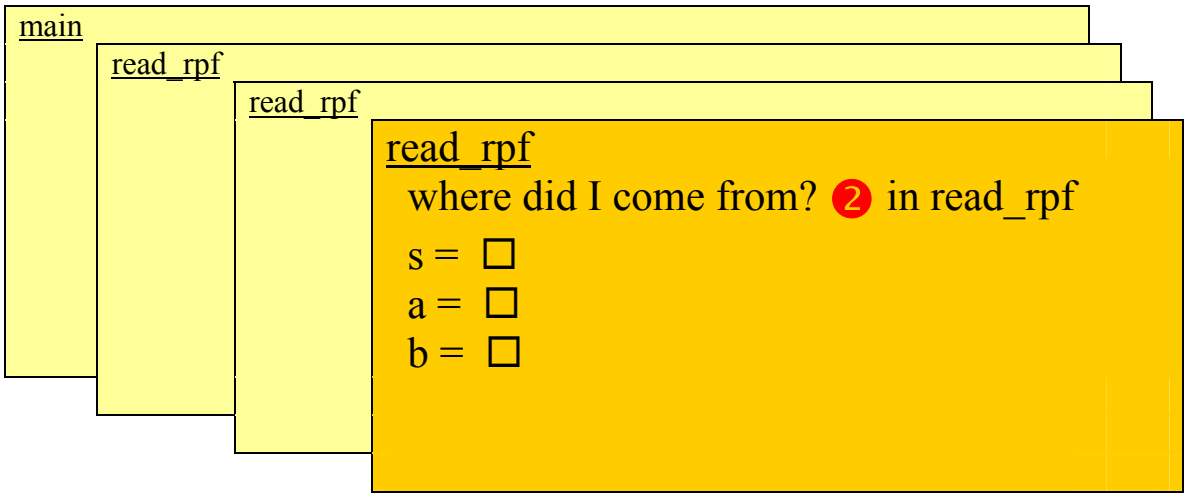

---

6. so read_rpf is called recursively again. Remaining input is still " 1 x 3 ? "



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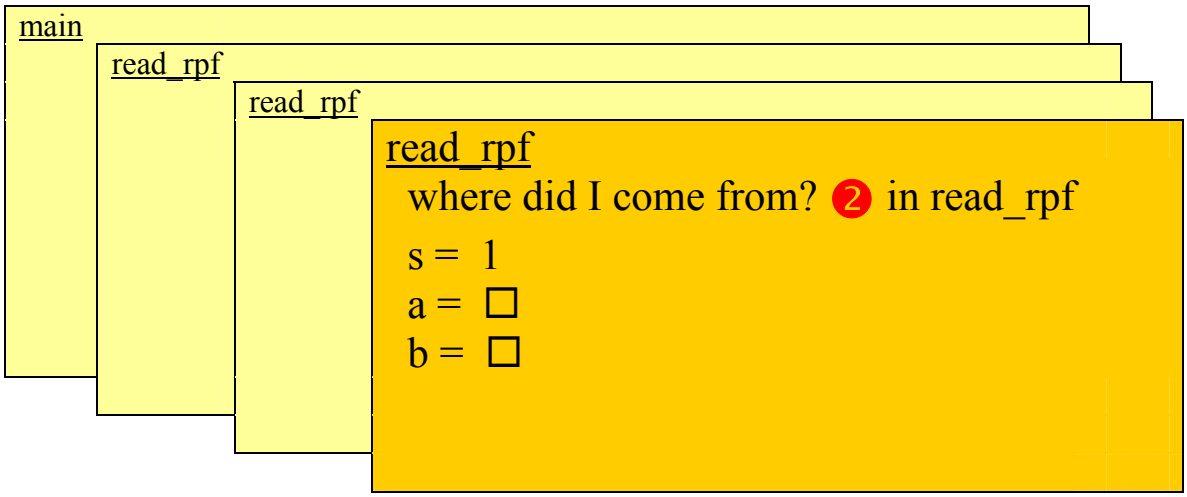
somewhere else: Formula * f = ❶ read_rpf();
maybe main
```

---

7. a symbol is read, and seen to be a number. Remaining input: " x 3 ? "



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  else
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somewhere else: Formula * f = ❶ read_rpf();
maybe main
```
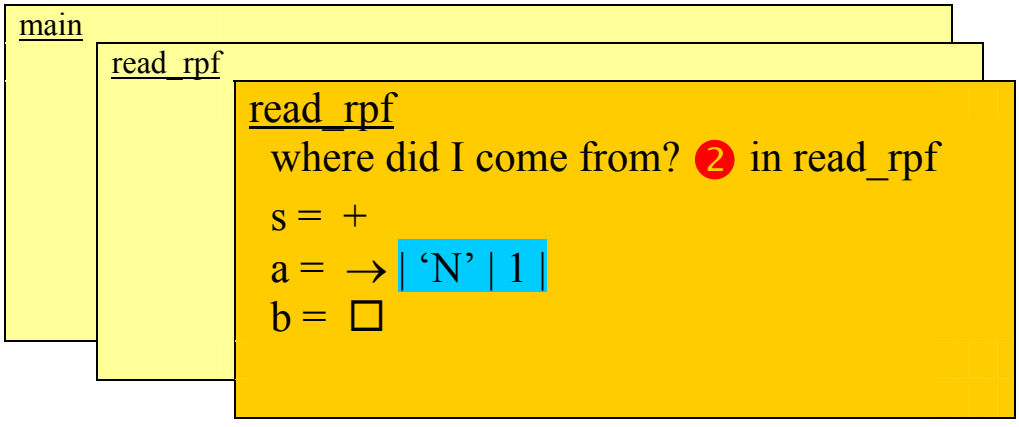

---

8. read_rpf creates a formula and returns it. Remaining input: “ x 3 ? “



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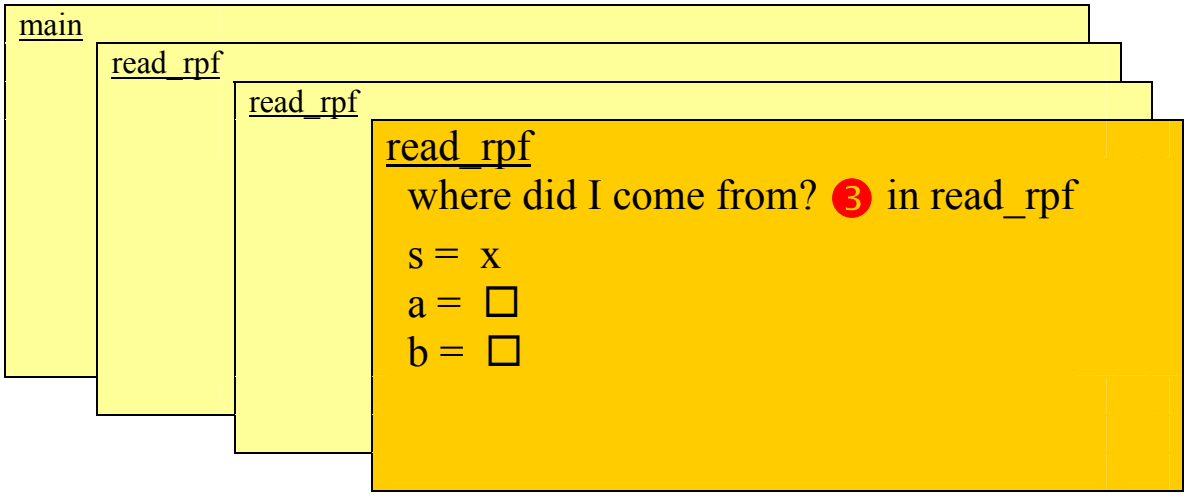
    if (a==NULL) return NULL;
    Formula * b = ❸ read_rpf();
    if (b==NULL) return NULL;
    return new Formula('C', s, a, b); }
  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```

---

9. and continues to point ❸ for another recursive call.

the next symbol is read, and seen to be a variable. Remaining input: " 3 ? "



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  { Formula * a = ❷ read_rpf();
    if (a==NULL) return NULL;
    Formula * b = ❸ read_rpf();
    if (b==NULL) return NULL;
    return new Formula('C', s, a, b); }
  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```
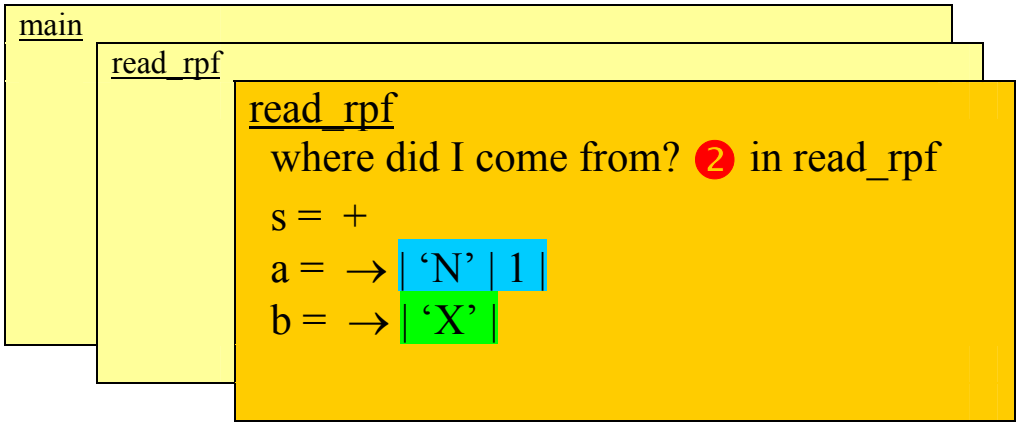

---

10. so read_rpf creates a formula and returns it. Remaining input: “ 3 ? “



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  { Formula * a = ❷ read_rpf();
    if (a==NULL) return NULL;
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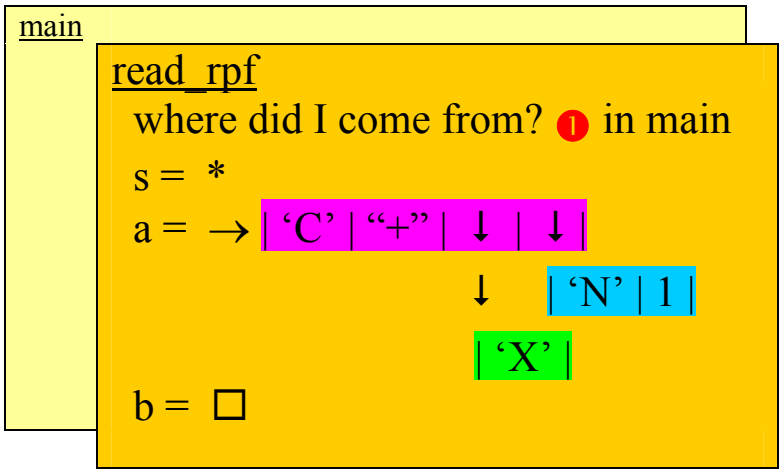
    if (b==NULL) return NULL;
    return new Formula('C', s, a, b); }
  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```

---

11. But note we are back to point 3 in read_rpf.
    All it does is create a new complex formula and return it.
    This takes us back to point 2, and the remaining input is " 3 ? "



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  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```
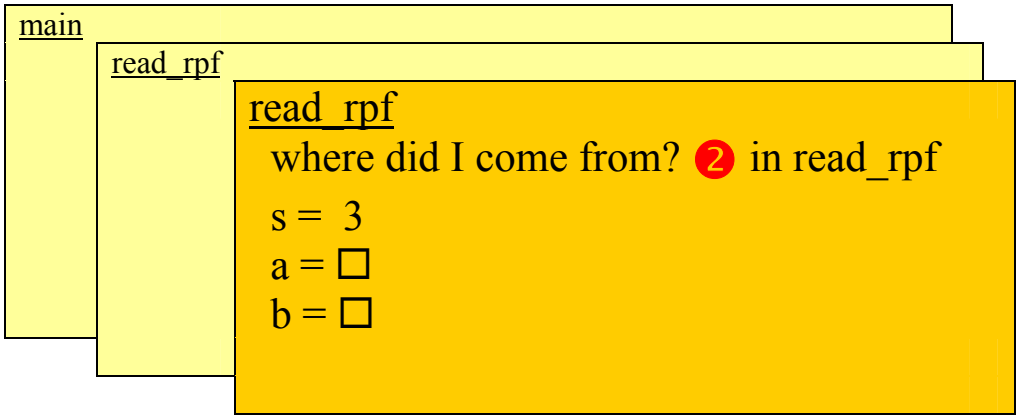

---

12. so we progress again to point ❸ for another recursive call.

This time, the recursive call reads the "3" and makes it into a formula:



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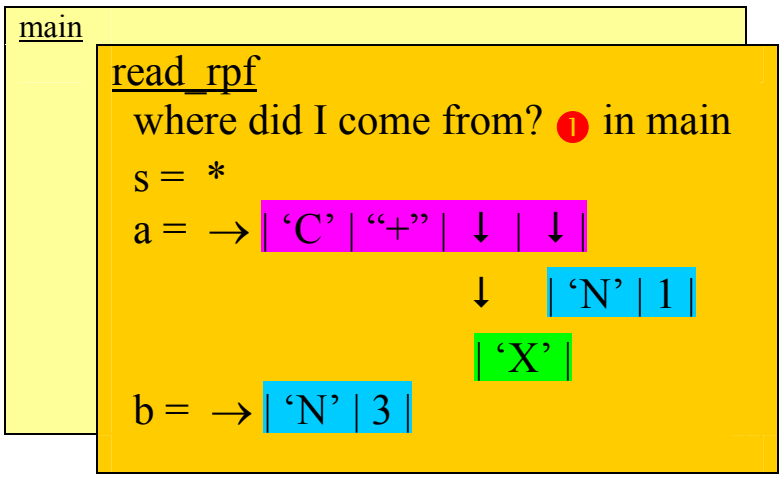
  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```

---

13. we return back to point ❸ with that formula ready to become the value of b.
Remaining input " ? ".



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  else
    return NULL; }

somewhere else: Formula * f = ❶ read_rpf();
maybe main
```
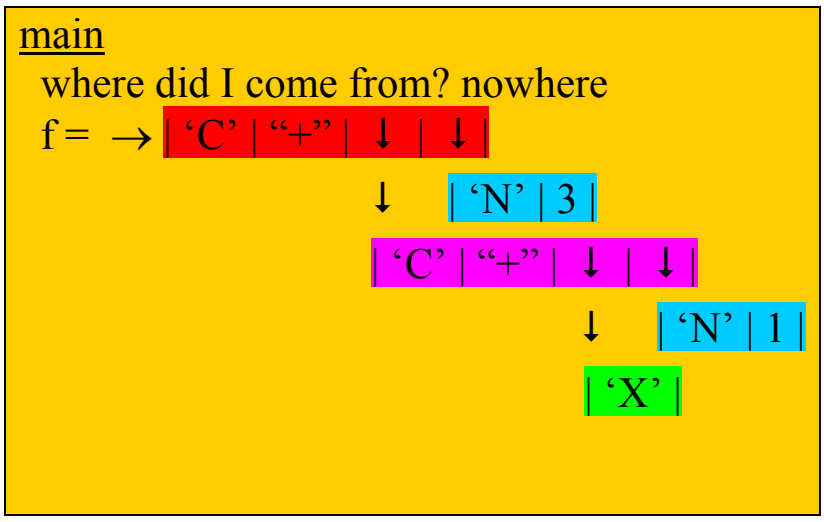

---

14. Finally, after point 3, a new complex formula is created, and the function returns. This time we return right back to point 1 in main, to set the value of f.



And they all lived happily ever after.