

```
#include <unistd.h>
```

```
int is_bracket(char c)
```

```
{
    if (c == 40 || c == 91 || c == 123)
        return (1);
    else if (c == 41 || c == 93 || c == 125)
        return (2);
    return (0);
}
```

```
int match(char a, char b)
```

```
{
    if (a == '(')
        return (b == ')');
    else if (a == '[')
        return (b == ']');
    else if (a == '{')
        return (b == '}');
    return (0);
}
```

```
int main(int ac, char **av)
```

```
{
    char stack[1024];
    int top = -1;
    int i = 1;
    int j = 0;
    int printed = 0;

    if (ac < 2)
    {
        write(1, "\n", 1);
        return (0);
    }
    else
    {
        while (i < ac)
        {
            j = 0;
            printed = 0;
            top = -1;
            while (av[i][j])
            {
                if (is_bracket(av[i][j]) == 1)
                    stack[++top] = av[i][j];
                else if (is_bracket(av[i][j]) == 2)
                    if (!match(av[i][j], stack[top--]))
                    {
                        write(1, "Error\n", 6);
                        printed = 1;
                        break ;
                    }
                j++;
            }
            if (top != -1 && printed == 0)
                write(1, "Error\n", 6);
            else if (printed == 0)
                write(1, "OK\n", 3);
            i++;
        }
    }
    return (0);
}
```