```c
#include<stdio.h>

#include<string.h>


struct table

{

        char symbol[50];

        char type[50];

        char scope[50];

};


struct table syb[50];

int n = 0;


void insert()

{

        char symbol[50],type[50],scope[50];

        int i;

        printf("\nEnter name of symbol: ");

        scanf("%s",symbol);

        printf("\nEnter type: ");

        scanf("%s",type);

        printf("\nEnter scope: ");

        scanf("%s",scope);

        for(i=0;i<n;i++)
```

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    {
        if(strcmp(syb[i].symbol,symbol)==0)
        {
            printf("\nSymbol Name already in use!!");
            goto skip1;
        }
    }
    strcpy(syb[n].symbol,symbol);
    strcpy(syb[n].type,type);
    strcpy(syb[n].scope,scope);
    n++;
    skip1:
        printf(" ");
}


void delete()
{
    int i,pos;
    char search[50];
    printf("\nEnter name of symbol to delete: ");
    scanf("%s",search);
    for(i=0;i<n;i++)
    {
        if(strcmp(syb[i].symbol,search)==0)
        {
            pos = i;
            break;
```

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            }
    }
    for(i=pos;i<n-1;i++)
    {
            strcpy(syb[i].symbol,syb[i+1].symbol);
            strcpy(syb[i].type,syb[i+1].type);
            strcpy(syb[i].scope,syb[i+1].scope);
    }
    n--;
}


void modify()
{
    int i,j,ch;
    char search[50],new[50];
    char c;
    printf("\nEnter name of symbol to modify: ");
    scanf("%s",search);
    for(i=0;i<n;i++)
    {
            if(strcmp(syb[i].symbol,search)==0)
            {
                    do
                    {
                            printf("Choose what to modify:\n");
                            printf("\n1.Symbol Name\n2.Type\n3.Scope\n");
                            scanf("%d",&ch);
```

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if(ch == 1)
{
        printf("\nEnter new symbol name: ");
        scanf("%s",new);
        for(j=0;j<n;j++)
        {
                if(strcmp(syb[j].symbol,new)==0)
                {
                        printf("\nSymbol Name already in use!!");
                        goto skip2;
                }
        }
        strcpy(syb[i].symbol,new);
}
else if(ch == 2)
{
        printf("\nEnter new type: ");
        scanf("%s",new);
        strcpy(syb[i].type,new);
}
else if(ch == 3)
{
        printf("\nEnter new scope: ");
        scanf("%s",new);
        strcpy(syb[i].scope,new);
}
else
```

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			{
				printf("\nChoose a valid option!!");
			}
			skip2:
			printf("\nDo you want to continue modification (Y/N)? ");
			scanf("%s",&c);
		}
		while(c == 'Y' || c == 'y');
	}
}


void display()
{
	int i;
	printf("\n************* Symbol Table *************\n");
	printf("\nSymbol\t\tType\t\tScope");
	for(i=0;i<n;i++)
	{
		printf("\n%s\t\t%s\t\t%s",syb[i].symbol,syb[i].type,syb[i].scope);
	}
	printf("\n");
}


void main()
{
	int ch;
```

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char c;
do
{
        printf("\nEnter your choice");
        printf("\n1.INSERT\n2.DELETE\n3.MODIFY\n4.DISPLAY\n");
        scanf("%d",&ch);
        switch(ch)
        {
                case 1:
                        insert();
                        break;
                case 2:
                        delete();
                        break;
                case 3:
                        modify();
                        break;
                case 4:
                        display();
                        break;
                default:
                        printf("\nEnter valid option!!");
        }
        printf("\nDo you want to continue (Y/N)? ");
        scanf("%s",&c);
}
while(c == 'Y' || c == 'y');
```

}

output