

CSA1413- COMPILER DESIGN FOR INTERMEDIATE LANGUAGE

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Implement a C program to perform symbol table operations.

PROGRAM:

```
#include <stdio.h>
#include <string.h>

struct symbol {
    char name[20];
    char type[20];
};

int main() {
    struct symbol table[100];
    int n, i;

    printf("Enter number of symbols: ");
    scanf("%d", &n);

    for(i = 0; i < n; i++) {
        printf("Enter name of symbol %d: ", i+1);
        scanf("%s", table[i].name);
        printf("Enter type of symbol %d: ", i+1);
        scanf("%s", table[i].type);
    }
}
```

```
}

printf("\nSymbol Table:\n");
printf("Name\tType\n");
for(i = 0; i < n; i++) {
    printf("%s\t%s\n", table[i].name, table[i].type);
}

return 0;
}
```

OUTPUT:

```
Enter number of symbols: 2
Enter name of symbol 1: x
Enter type of symbol 1: int
Enter name of symbol 2: y
Enter type of symbol 2: float

Symbol Table:
Name      Type
x        int
y        float
```

```
==== Code Execution Successful ===
```