

## **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 ===