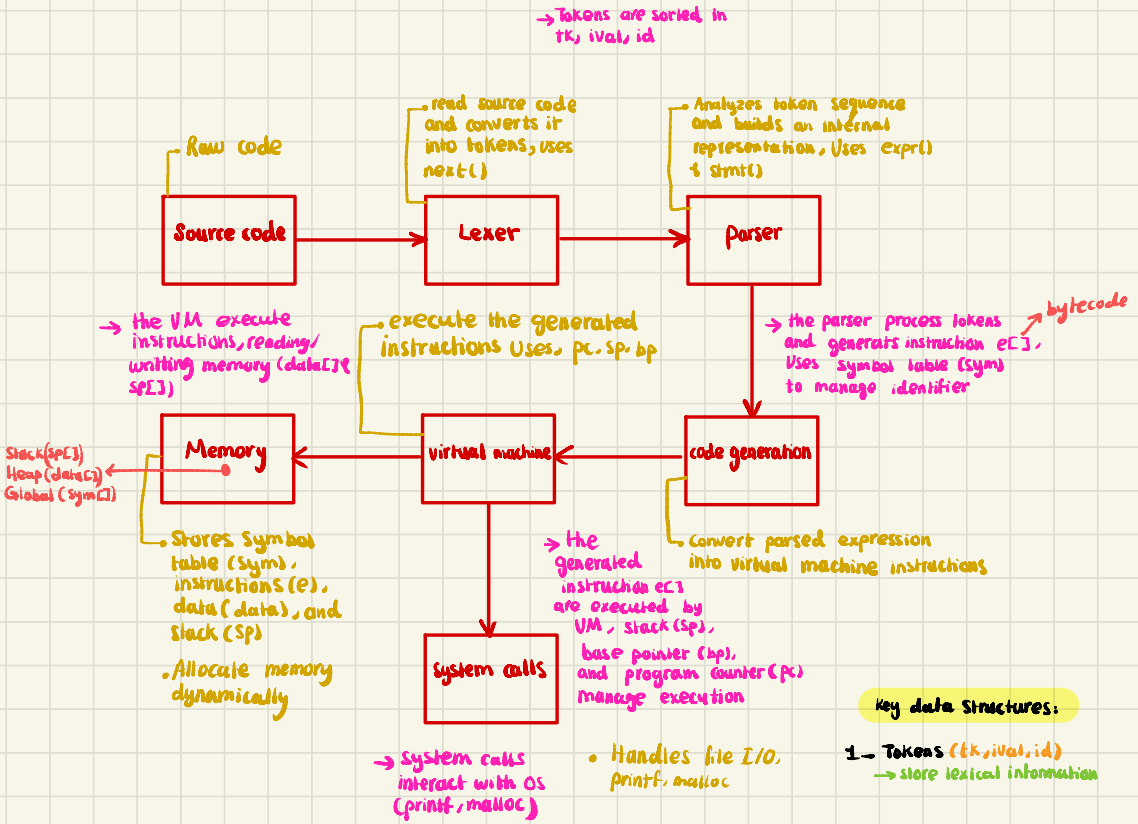
C4 . Compiler



Key data Structures:

1- Tokens (tk, ival, id)
→ store lexical information

2- Symbol Table (sym[])
→ Holds variable / function

3- Instruction memory (e[])
→ Stores compiled bytecode

4- Stack (sp[])
→ used for function calls, local variables

6- Heap (data[])
→ Stores global variables and dynamically allocated memory