

## 5. symbol table operations

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

int cnt=0;
struct symtab
{
    char label[20]; int addr;
}sy[50]; void insert();
int search(char *);
void display();
void modify();
void main()
{
    int ch,val; char lab[10];
    do
    {
        printf("\n1.insert\n2.display\n3.search\n4.modify\n5.exit\n");
        scanf("%d",&ch);
        switch(ch)
        {
            case 1:
                insert();
                break;
            case 2:
                display();
                break;
            case 3:
                printf("enter the label");
                scanf("%s",lab);
                val=search(lab);
                if(val==1)
                    printf("label is found");
                else
                    printf("label is not found");
                break;
            case 4:
                modify();
                break;
```

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        case 5:
            exit(0);
            break;
        }
    }while(ch<5);
}
void insert()
{
    int val;
    char lab[10]; printf("enter the label"); scanf("%s",lab); val=search(lab);
    if(val==1)
        printf("duplicate symbol");
    else
    {
        strcpy(sy[cnt].label,lab);
        printf("enter the address");
        scanf("%d",&sy[cnt].addr);
        cnt++;
    }
}
int search(char *s)
{
    int flag=0,i; for(i=0;i<cnt;i++)
    {
        if(strcmp(sy[i].label,s)==0)
            flag=1;
    }
    return flag;
}
void modify()
{
    int val,ad,i;
    char lab[10];
    printf("enter the label"); scanf("%s",lab); val=search(lab); if(val==0)
        printf("no such symbol");
    else
    {
        printf("label is found \n");
        printf("enter the address");
        scanf("%d",&ad);
        for(i=0;i<cnt;i++)

```

```
        {
            if(strcmp(sy[i].label,lab)==0)
                sy[i].addr=ad;
        }
    }
}

void display()
{
    int i;
    for(i=0;i<cnt;i++)
        printf("%s\t%d\n",sy[i].label,sy[i].addr);
}
```

Output:



```
1.insert
2.display
3.search
4.modify
5.exit
```