Symbol table operations:

#include<stdio.h>

#include<math.h>

#include<string.h>

#include<ctype.h>

#include<stdlib.h>

int main()

{

int x=0, n, i=0,j=0;

void \*mypointer,\*T4Tutorials\_address[5];

char ch,T4Tutorials\_Search,T4Tutorials\_Array2[15],T4Tutorials\_Array3[15],c;

printf("Input the expression ending with $ sign:");

while((c=getchar())!='$')

{

T4Tutorials\_Array2[i]=c;

i++;

}

n=i-1;

printf("Given Expression:");

i=0;

while(i<=n)

{

printf("%c",T4Tutorials\_Array2[i]);

i++;

}

printf("\n Symbol Table display\n");

printf("Symbol \t addr \t type");

while(j<=n)

{

c=T4Tutorials\_Array2[j];

if(isalpha(toascii(c)))

{

mypointer=malloc(c);

T4Tutorials\_address[x]=mypointer;

T4Tutorials\_Array3[x]=c;

printf("\n%c \t %d \t identifier\n",c,mypointer);

x++;

j++;

}

else

{

ch=c;

if(ch=='+'||ch=='-'||ch=='\*'||ch=='='||ch=='/')

{

mypointer=malloc(ch);

T4Tutorials\_address[x]=mypointer;

T4Tutorials\_Array3[x]=ch;

printf("\n%c \t %d \t operator\n",ch,mypointer);

x++;

j++;

}

}

}

}

Output:

