

OUTPUT - SYMBOL TABLE

INSERTION

```
(base) [GanapriyaS@localhost Documents]$ g++ SymbolTable.cpp -std=c++11
(base) [GanapriyaS@localhost Documents]$ ./a.out
ENTER THE VALUE OF R (PRIME NOS ONLY):7
-----
**** SYMBOL_TABLE ****
-----
1.INSERTION
2.LOOKUP
3.DELETION
4.MODIFY
5.MENU
0.EXIT
-----

ENTER YOUR CHOICE:1
ENTER THE SYMBOL TABLE DETAILS:
IDENTIFIER'S NAME:if
TYPE:keyword
SCOPE:global
LINE NUMBER:65
INSERTED SUCCESSFULLY!!

-----

ENTER YOUR CHOICE:2
ENTER THE IDENTIFIER TO LOOKUP: else
NO MATCHING!!!!
```

LOOKUP

```
ENTER YOUR CHOICE:2
ENTER THE IDENTIFIER TO LOOKUP: if
-----
IDENTIFIER      TYPE      SCOPE      LINE NUMBER
-----
if              keyword    global      65
IDENTIFIER FOUND!!!

-----

ENTER YOUR CHOICE:5
1.INSERTION
2.LOOKUP
3.DELETION
4.MODIFY
5.MENU
0.EXIT
```

MODIFICATION

```
ENTER YOUR CHOICE:4
ENTER THE IDENTIFIER TO MODIFY: if
ENTER THE MODIFIED SYMBOL TABLE DETAILS:
TYPE:keyword
SCOPE:local
LINE NUMBER:34
MODIFIED SUCCESSFULLY!!!
```

DELETION

```
ENTER YOUR CHOICE:2
ENTER THE IDENTIFIER TO LOOKUP: if
```

```
-----
IDENTIFIER      TYPE      SCOPE      LINE NUMBER
-----
```

```
if              keyword    local      34
```

```
IDENTIFIER FOUND!!!
```

```
-----

ENTER YOUR CHOICE:3
ENTER THE IDENTIFIER TO DELETE: if
IDENTIFIER if DELETED
```

```
-----

ENTER YOUR CHOICE:2
ENTER THE IDENTIFIER TO LOOKUP: if
NO MATCHING!!!!
```

```
-----

ENTER YOUR CHOICE:0
EXITING.....
```