Analysis of different implementation of Symbol table in 'C'

① Using Linked List:-

Structure of Symbol table is created with category string and pointer to next element is member. The string is value of interferency is pointer link to next element.

The Insert function is created to add identifier to structure and display is used to show all stored identifier. The Symbol table store the i'd and info about identifier. The advantage of using linked list we can add delet identifier and additional info

② Symbol table using hash table

Structure of symbol table is defined with integers and character pointer member. The Integers and characters act as link and id key value pair. there is also insert and display function, The code automatically taken ids Identifier and insert them to hash table with Sequently generated keys. To stop the while loop enter 0 and the stored info and Identifier are displayed

③ Symbol table using linear list

Declar a Two dimensional array of character Each row as data structure. Start one identifier function Symbol table that does inserting

and Searching operation into linear test

The Search operation goes through each element in list and compare it to inserted it to check if identifier is already present, Then the insert function is used if identifier is not used.

(Program of linked list and hashtable implementing are attached in ZIP file with Output)