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\* main.c ------- Calls yyparse. Change yydebug to 1 to debug parse.y.

\* Also prints out the symbol table after parsing a file.

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#include "y.tab.h"

#include "stable.h"

#include <stdio.h>

#include <stdlib.h>

extern int yydebug; // Can be used when bison is called with the --debug flag

struct symbol\_table \*table;

int main()

{

// Initalize the symbol table

table = malloc(sizeof(struct symbol\_table));

table->count = 0;

table->memorySize = 0;

int n;

// yydebug = 1;

n = yyparse();

struct symbol\_table\_entry y;

for(int i = 0; i < table->count; i++) {

y = table->table[i];

printf("name = %s, address = %d, kind = %d, type = %d, size = %d\n", y.name, y.address, y.kind, y.type, y.size);

}

printf("\nyyparse returns %d\n", n);

exit(0);

}