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\* stable.h

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\* This is the header file for my symbol table.

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#ifndef stable\_h

#define stable\_h

#define TYPE\_INT 0

#define TYPE\_REAL 1

#define KIND\_SCALAR 0

#define KIND\_ARRAY 1

struct symbol\_table\_entry {

char \*name;

int address;

int kind;

int type;

int size;

};

struct symbol\_table {

struct symbol\_table\_entry table[100];

int count;

int memorySize;

};

void insert(struct symbol\_table\_entry entry);

int isPresent(char \*name);

struct symbol\_table\_entry retrieve(char \*name);

struct symbol\_table\_entry createEntry(char \*name, int address, int kind, int type, int size);

extern struct symbol\_table \*table;

#endif /\*\* stable\_h \*/