

## SYMBOL TABLE LAB REPORT

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SEC:CSE-P

TITLE:

Symbol Table Implementation

STATEMENT:

Symbol table is an important data structure created and maintained by compilers in order to store information about the occurrence of various identifiers such as variable names, function names, objects, classes, interfaces, etc. Symbol table is used by both the analysis and the synthesis parts of a compiler. Symbol table can be implemented in one of the following ways:

- Linear (sorted or unsorted) list
- Binary Search Tree
- Hash table
- And other ways.

PROCEDURE:

I have taken a character input(EXPRESSION) and i have created two array to store the values and the address of that values in the pointer array and if the input is alphabet it prints identifier for this i have used isalpha() function and if it is not, i compared with some operators using if block if it is a special character it will print operator.

CODE:

```
// symbol table Implementation

#include<stdio.h>

#include<ctype.h>

#include<stdlib.h>

int main()

{

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

    void *ptr,*id_address[5];

    char ch,id_Array2[15],id_Array3[15],c;
```

```

printf("Input the expression ending with ; sign:");
char s[20];
scanf("%s",s);
while(s[i]!=';')
{
    id_Array2[i]=s[i];
    i++;
}
n=i-1;
printf("\n Symbol Table display\n");
printf("Symbol \t addr \t\t type");
while(j<=n)
{
    c=id_Array2[j];
    if(isalpha(c))
    {
        ptr=malloc(c);
        id_address[x]=ptr;
        id_Array3[x]=c;
        printf("\n %c \t %p \t identifier\n",c,ptr);
        x++;
        j++;
    }
    else
    {
        ch=c;
        if(ch=='+' || ch=='-' || ch=='*' || ch=='/' || ch=='%' || ch=='=' || ch=='<' || ch=='>')
        {
            ptr=malloc(ch);
            id_address[x]=ptr;
            printf("\n %c \t %p \t operator\n",ch,ptr);

```

```

    x++;
    j++;
}
    }
}
    return 0;
}

```

INPUT:

```
s=a+b;
```

OUTPUT:

Input the expression ending with ; sign:s=a+b;

Symbol Table display

Symbol	addr	type
s	0x562b28f42ac0	identifier
=	0x562b28f42b40	operator
a	0x562b28f42b90	identifier
+	0x562b28f42c00	operator
b	0x562b28f42c40	identifier

CONCLUSION:

Symbol table is a data structure used by the compiler, where each identifier in program's source code is stored along with information associated with it relating to its declaration.