8. Implement a C program to perform symbol table operations.

#include<stdio.h>

#include<conio.h>

int main()

{

char s[5];

printf("\n Enter any operator:");

gets(s);

switch(s[0])

{

case'>':

if(s[1]=='=')

printf("\n Greater than or equal");

else

printf("\n Greater than");

break;

case'<':

if(s[1]=='=')

printf("\n Less than or equal");

else

printf("\nLess than");

break;

case'=':

if(s[1]=='=')

printf("\nEqual to");

else

printf("\nAssignment");

break;

case'!':

if(s[1]=='=')

printf("\nNot Equal");

else

printf("\n Bit Not");

break;

case'&':

if(s[1]=='&')

printf("\nLogical AND");

else

printf("\n Bitwise AND");

break;

case'|':

if(s[1]=='|')

printf("\nLogical OR");

else

printf("\nBitwise OR");

break;

case'+':

printf("\n Addition");

break;

case'-':

printf("\nSubstraction");

break;

case'\*':

printf("\nMultiplication");

break;

case'/':

printf("\nDivision");

break;

case'%':

printf("Modulus");

break;

default:

printf("\n Not a operator");

}

}

