**COMPILER DESIGN**

Exercise - 1

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CSE-K1(AI-ML)

**AIM:**

Implementation of Symbol table.

**PROCEDURE:**

* Open the compiler
* Write the code
* Compile the code
* Execute the code
* Verify the output.

**SOURCE CODE IN C:**

#include<stdio.h>

#include<ctype.h>

#include<stdlib.h>

#include<string.h>

void main()

{

int i=0,j=0,n;

void \*p;

char ch, b[15],c;

printf("Expression terminated by $:");

while((c=getchar())!='$')

{

b[i]=c;

i++;

}

n=i-1;

printf("Given Expression:");

i=0;

while(i<=n)

{

printf("%c",b[i]);

i++;

}

printf("\n Symbol Table\n");

printf("Symbol \t addr \t type");

while( j<=n)

{

c=b[j];

if(isalpha(toascii(c)))

{

p=malloc(c); //memory allocation

printf("\n%c \t %d \t identifier\n",c,p);

}

else

{

ch=c;

if(ch=='+'||ch=='-'||ch=='\*'||ch=='=')

{

p=malloc(ch);

printf("\n %c \t %d \t operator\n",ch,p);

}}

j++;}

}

**RESULT:**

Code:







