PG. NO. DATE O. DATE
Assignment - 7
Problem Statement - The symbol table is generated
by the compiler. From this
perapertive, the symbol table is a set of name
attribute faire. In a symbol table has a sombiles
the name is an identifier, and the attributes
might include an initial value of a list of lines
that we use the identifier feerform.
a) Determine if a fearticular name is in the table
b) Kelrieve attributes of that name.
c) Modify attributes of that name.
a) Insert a new name of its attributes (use
chaining with & without replacement)
Objective -
(ii) To understand concept of symbol table.
(ii) Why aymbol table is needed.
0 0
Outrome-
(i) Val of symbol table
(i) Val of symbol table (ii) Various methods of implementing symbol table.
V V
Theory-
Symbol Table -
(i) It is a data structure used by a language
translator auch as compiler or interpreter.
where each identifier in a freogram's source
rode is accociated with information relating

	N EXPERIMENT : PG. NO. DATE
	and the second of the second o
	to its declaration or affrearance in the
	would rose.
	(ii) A aymbol table may only exist during the
	the suite of the forbess, such as in an
	The state of the s
	(iii) It is used to store information related to
*	various entities like function name, variable name,
	olyects, claddes, interfaces, etc.
	(iv) When the identifiers are found, they will
	the selected into the table, which will hold
	(1) It is a tube of data extructure that restures
	(v) It is a type of data extructure that captures acope information.
	and with the second
	Symbol Table Implementation Methods -
	1) Unordered array 2) Ordered array
	3) BST
	4) Haxhing
	5) Balanced Search Trees.
	Lilatonia to the first of the second of the
	from alling miner I dead the
	manner to a feet in
	e standing falls to
	i i = Extraction
	· · · · · · · · · · · · · · · · · · ·
	Teacher's Sign :
no/Statistics	THE RESERVE OF THE PROPERTY OF

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Preudo rode-
(i) void insert ( String key)
        string attribute;
        int frai = (int) key [0] - 97;
        int i = frai;
        Enter attribute
        if ( name [ paai] = = 1" \0") &
           name [ fraci] = key;
           -attr [ fraci] = attribute;
        elae E
        if (name [ feari][0] = = key [0]) {
           if ( chain [ fexi] = = -1)
            while (name[i]!="10")
                      Lutt; Billiamor had select
                   name [i] = key;
                  attr [i] = attribute;
                   chain [foai] = i;
               elde {
                int k = i;
                while ( chain [k] ! = -1)
                  [ k = chain [k]; }
             i=k; while (name [i]!="10")
                     2 1++; }
                  name [i] = kay;
                  -attr [i] = -attribute ,
                  Thain [k] = i;
```

	PG. NO. DATE O. EXPERIMENT:
	elae E
	while (name [i]! = "10")
	in the first tentheter of the second second
	name [i] = key;
	attr [1] = attribute;
	-3 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -
li la	3
	French High o la so est when I
	with the second of the second
2.	void modify (atring key)
	Entire the Administration of the second of t
	atring change;
	Enter change;
	ind franci = int (key [0]) - 97
	int i = fraci;
	uf (name [foxi] == key)
	attr [poxi] = change;
	elae
	{ while (name[i]!=key)
1	the second secon
	if (name [i] = = "(10")
	{ Peint "Not Found";
	End; 3
	elae
	<u>i++</u> ;
	- 11 - 11 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -
	attr[i]= change;
	The second secon
	2

Teat Caxes -

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	Kaal	129	Erefo	ected	1.12	Artual	
			Qu	tput "	Outfait		
+		L	Jame	Attribute	1 35	Ý.,	
	1. Enter key: a	0]	a	- 1. Julius 1, 4 - (1)	i tre	Yes	
	1. Enter key: a Enter attribute: 6,4						
		<u>`</u>			م سن		- 51
	2. Enter key: a	0]	a	6,4		Yes	
	2. Enter key: a Enter attribute: 8,2	1)	a	8,2			
	7,41	S.s	1	energy of the	100	1000	1.
	3. Enter key: b	[0	a	b, 4		Yes	
	3. Enter key: b Enter attribute: f	门	a	8,2			
		2]	Ь	in for out	-:]		
	WF C U	3)	44	the invest			
	4. Enter key: a Modify: 1	6]	a	is the second	1.k.	Yes	
	Madihu: 1	13	0	8,200	113		10 m
		2]	b	Links of The			on state
	the second secon			William Control	Nº.		_

Conclusion
alymbol Table was implemented auncesfully

using hashing in C++.