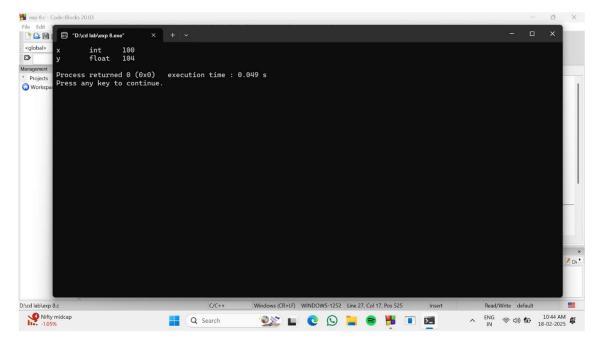
```
#include <stdio.h>
#include <string.h>
struct Symbol {
  char name[20], type[10];
  int address;
};
struct Symbol table[100];
int count = 0;
void insert(char name[], char type[], int address) {
  strcpy(table[count].name, name);
  strcpy(table[count].type, type);
  table[count].address = address;
  count++;
}
int search(char name[]) {
  for (int i = 0; i < count; i++) {
    if (strcmp(table[i].name, name) == 0)
       return i;
  }
  return -1;
}
void display() {
  for (int i = 0; i < count; i++) {
    printf("%s\t%s\t%d\n", table[i].name, table[i].type, table[i].address);
  }
}
int main() {
  insert("x", "int", 100);
```

```
insert("y", "float", 104);
display();
return 0;
```



```
#include <stdio.h>
#include <string.h>
int checkGrammar(char str[], int start, int end) {
   if (start > end) return 1;
   if (str[start] == 'a' && str[end] == 'b')
     return checkGrammar(str, start + 1, end - 1);
   return 0;
}
int main() {
   char str[] = "aabb";
   if (checkGrammar(str, 0, strlen(str) - 1))
     printf("Valid Grammar\n");
```

```
else

printf("Invalid Grammar\n");

return 0;

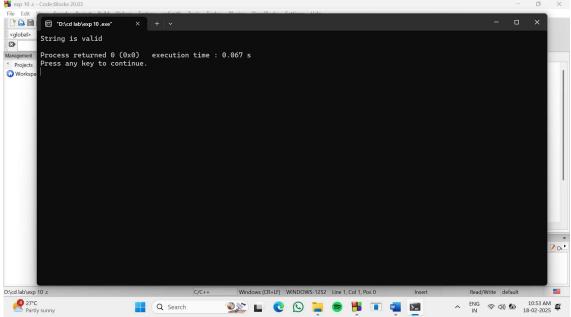
}

***Procedure for the form of the form of
```

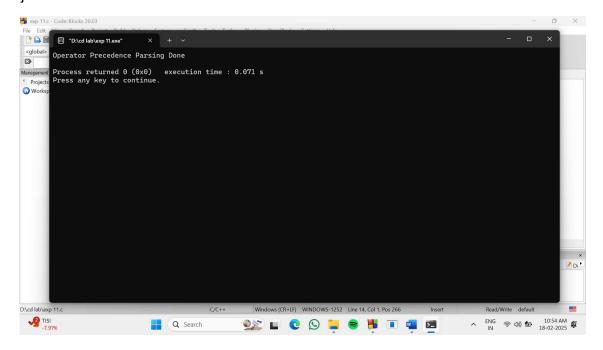
```
#include <stdio.h>
#include <string.h>
char *input;
void E(), T();
void E() {
  if (*input == 'a') {
    input++;
    T();
  }
}
void T() {
```

```
if (*input == 'b') {
    input++;
}

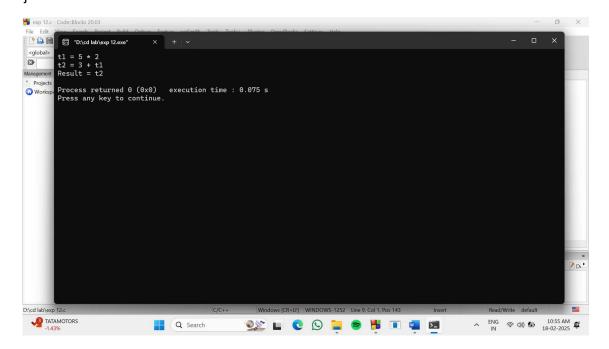
int main() {
    char str[] = "ab";
    input = str;
    E();
    if (*input == '\0')
        printf("String is valid\n");
    else
        printf("String is invalid\n");
    return 0;
}
```



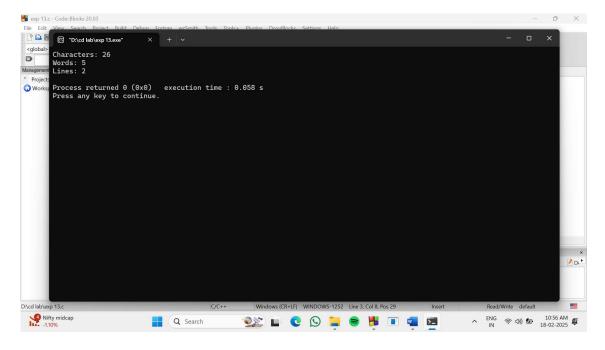
```
#include <stdio.h>
int precedence(char op) {
   if (op == '+' || op == '-') return 1;
   if (op == '*' || op == '/') return 2;
   return 0;
}
int main() {
   char expr[] = "3+5*2";
   printf("Operator Precedence Parsing Done\n");
   return 0;
}
```



```
#include <stdio.h>
int main() {
    printf("t1 = 5 * 2\n");
    printf("t2 = 3 + t1\n");
    printf("Result = t2\n");
    return 0;
}
```



```
#include <stdio.h>
int main() {
    char str[] = "Hello World\nThis is a test";
    int chars = 0, words = 1, lines = 1;
    for (int i = 0; str[i] != '\0'; i++) {
        chars++;
        if (str[i] == ' ') words++;
        if (str[i] == '\n') lines++;
    }
    printf("Characters: %d\nWords: %d\nLines: %d\n", chars, words, lines);
    return 0;
}
```



```
#include <stdio.h>
int main() {
  int a = 5, b = 2;
  int t1 = a * b;
  int x = t1 + 3;
  int y = t1 + 4;
  printf("x = %d, y = %d\n", x, y);
  return 0;
}
```

