

WELCOME!

@VIMINDY 07.2016

OUR SPONSORS



SMARTFILE

@SmartFile provides us with this space and the beer! 🏢 🍺

six feet up



where sophisticated web projects **thrive**

@SixFeetUp provides us with the pizza! 🍕



@InvisTigerSound provides us with AV help! 🎥

NEWS AND
NOTABLES

:colors PaperColor

```
1: [main.c] 2: [symbol_table.c] 3: [scanner.l] 4: [parser.y]
1 /**
2  * @brief Interface for symbol table to keep
3  */
4 #ifndef SYMBOL_TABLE
5 #define SYMBOL_TABLE
6
7 #include <stdio.h>
8 #include <stdlib.h>
9 #include <string.h>
10 #include <stdbool.h>
11
12 /**
13  * @brief singly linked list data structure#
14  */
15 struct symbol_node {
16     char *name;
17     struct symbol_node *next;
18 };
19
20 // Singleton
21 struct symbol_node *symbol_table; //!< stor#
22
23 /**
24  * @brief Add new element to symbol_table
25  *
26  * @param name The name of an identifier
27  */
28 void add_symbol(const char *name);
29
30 /**
31  * @brief Look up element in symbol_table
32  *
33  * @param name The name to look up
34  */
35 bool lookup_symbol(const char *name);
36
37 void destroy_symbol_table();
38
39 #endif
```

```
1 #include "symbol_table.h"
2
3 void add_symbol(const char *name) {
4     if (symbol_table) {
5         struct symbol_node *new_symbol = malloc(sizeof(struct symbol_node));
6         new_symbol->name = strdup(name);
7         new_symbol->next = symbol_table;
8         symbol_table = new_symbol;
9     } else {
10        symbol_table = malloc(sizeof(struct symbol_node));
11        symbol_table->name = strdup(name);
12        symbol_table->next = NULL;
13    }
14 }
15
16 bool lookup_symbol(const char *name) {
17     for (struct symbol_node *it = symbol_table; it != NULL; it = it->next) {
18         if (strcmp(it->name, name) == 0) {
19             /* printf("found %s\n", name); */
20             return true;
21         }
22     }
23     return false;
24 }
25
26 void destroy_symbol_table() {
27     struct symbol_node *temp;
28     while (symbol_table != NULL) {
29         if (symbol_table->name) {
30             free(symbol_table->name);
31         }
32         temp = symbol_table;
33         symbol_table = symbol_table->next;
34         free(temp);
35     }
36 }
```

symbol_table.h 1,1 Top symbol_table.c 19,39 Top

-- VISUAL LINE -- 1

NLK Nguyen/papercolor-theme

Plugins of interest

Mizuchi/vim-ranger

christoomey/vim-tmux-navigator

tyru/open-browser.vim



NeoVim.app

Oh hey, we've got a logo...

