```
%{
        void yyerror(char *s);
        #include <stdio.h>
        #include <stdlib.h>
        int symbols[52];
        int symbolVal(char symbol);
        void updateSymbolVal(char symbol, int val);
%}
                                          }
%union
                 int num; char id;
        line
%start
%token
        print
%token
        exit_command
                number
%token
        <num>
                 identifier
%token
        <id>
%type
        <num>
                 line exp term factor
                 assignment
        <id>
%type
%%
                 assignment ';' {
line
                         exit_command
                                                            exit(EXIT_SUCCESS);
                         print exp ';'
                                                   printf("Result : %d/n", $2);
                         line assignment ';
                                                   {
                                                            exit(EXIT_SUCCESS);
                         line exit_command
                         line print exp
                                                            printf("Result : %d\n",
$3);
        }
assignment
                         identifier '=' exp
                                                            updateSymbolVal($1, $3);
                                                   {
                                                                                              }
exp
                 term
                                  $$ = $1;
                 exp
                         term
       : factor
term
                                          \{\$\$ = \$1;\}
         term '*' factor
                                          \{\$\$ = \$1 * \$3;\}
                                                  {\$\$ = \$1;}
factor:
                 number
                    exp
                                                  \{\$\$ = \$2;\}
             identifier
                                  $$ = symbolVal($1);
       ١
%%
int computeSymbolIndex(char token)
{
        int indx = -1;
        if(islower(token))
                 indx = token - 'a' + 26;
        else if(isupper(token))
                 indx = token - 'A';
        return indx;
}
int symbolVal(char symbol)
{
        return symbols[computeSymbolIndex(symbol)];
void updateSymbolVal(char symbol, int val)
{
        symbols[computeSymbolIndex(symbol)] = val;
int main(void)
{
        int i;
```