

Documentation - Lab2

Github link: <https://github.com/adrianatim/Babes-Bolyai-University/tree/main/Semester5/FLCD>

For the Symbol Table I used HashTable object in Java.

Class:

SymbolTable - contains a map where we store the symbol and its position

Variable:

- RESERVED_WORDS - contains all the words that are reserved because of my mini language specification
- symbolTable - is a map, where I put the key to be the symbol and the value to be the position in the hashtable of that value
 - have a structure of tuple<string,int> and it can be used for storing the identifiers and/or constants

Methods:

- public int getPosition(symbol) - the method where we compute the value of the hash function in order to store correctly the symbols into the table
- public int add(symbol) - the method verify first if the symbol is already in the table and if the symbol is a RESERVED_WORDS or not, if it is not, then we add the symbol with the given position from the method getPosition
 - return the position in any cases
- public Map<String,Integer> getSymbolTable() - the method just return the HashTable
- public String toString() - the method helps us to simply display the values of the hashtable