

<https://github.com/alexteo24/University-Work/tree/main/ThridYear/LFTC/Lab4/Compiler/src>

As a data structure for the symbol table, I chose to implement a generic BST.

It's inner class, Node, will contain as attributes data of type T and left and right of type Node.

The BST has as attributes only the head of type Node, which will initially be null.

```
//The function will add data to the BST if the data is not already present
//data: the information we want to add to our BST
//return -
public void add(T data)
```

```
//The function will search for some data.
//data: the data we want to seach in our BST
//return: if the data is present, return the data or null otherwise
public T find(T data)
```

```
//Constructs and returns string form of the BST
public String displayTree()
```

As a data structure for the pif I had to implement a Linked list.

It's inner class, Node, will contain as attributes data of type T and next of type Node.

The linked list has as attributes only the head of type Node, which will initially be null.

```
//The function will add data to the linked list
//data: the information we want to add to our linked list
//return -
public void add(T data)
```

```
//Constructs and returns string form of the linked list
public String displayList()
```