

# University of Asia Pacific Department of Computer Science & Engineering

# Compiler Design Lab CSE 430

#### Submitted to:

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# Submitted by:

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### **Problem**

Construct a simple hash-based symbol table (data dictionary) based on Chaining.

#### **Description of the problem**

We will build a symbol table in this assignment. At this initial stage, we will omit many details regarding an actual symbol table and simply add here to the basic concept that "a symbol table is an efficient data dictionary for the symbols used in a program". Thus, our assignment focuses on constructing a simple hash-based data dictionary based on chaining.

### **Description of the exercise code**

I store information about the occurrence of various entities such as variable names, function names, objects, classes, interfaces, etc.

Here, I take the user input of a sequence of six tuples/attributes. They are

- Name
- Type
- Size
- Dimension
- Line of Code
- Address

for implementation add these global functions:

- (a) insert()
- (b) search()
- (c) delete()
- (d) show()
- (e) update()
- (f) getHashKey()

# **Code & Observed output**

```
import pandas as pd
table = pd.DataFrame(columns=['Name', 'Type', ' size',
'dimension','line of code', 'line of usage', 'Address'])
table.head()
//symbolic table showing this output-
   import pandas as pd
   table.head()
def insert(table, name, typ, si, di, lico, lius, add):
    if (name not in table.Name.values) or (typ not in table.Type.values):
        table.loc[-1] = [name, typ,si, di, lico, lius, add]
        table.index = table.index + 1
        table = table.sort index()
    return table
def search(table, name):
    return table.loc[table['Name'] == name]
def delete(table, name):
    try:
        idx = table.loc[table['Name'] == name].index[0]
        table.drop([idx], axis=0, inplace=True)
        table.reset index(inplace=True)
        table.drop('index', axis=1, inplace=True)
        return table
    except:
        print('Name not found')
        return table
```

```
def update(table, name=None, new name=None, typ=None, new typ=None):
    if name:
        if name in table.Name.values:
            table.loc[table.Name == name, 'Name'] = new name
    if typ:
        if typ in table.Type.values:
            table.loc[table.Type == typ, 'Type'] = new typ
    return table
def show():
   print(table)
def getHashKey(table, name):
    return table.loc[table['Name'] == name].index[0]
//insert data
table = insert(table,'john', 'char', '4','1','5','12', '0x6dfed4')
table = insert(table, 'age', 'int', '4', '0', '3', '5', '0x7dfed4')
table = insert(table,'x', 'id', '2','0','5','10', '0x6dfee4')
table = insert(table, '5', 'int', '4', '1', '4', '9', '0x6ffed4')
table = insert(table, 'forhad', 'name', '4','0','4','11', '0x6fffd4')
table
```

#### //insert data show

	Name	Туре	size	dimension	line_of_code	line_of_usage	Address
0	forhad	name	4	0	4	11	0x6fffd4
	5	int	4	1	4	9	0x6ffed4
2	х	id	2	0	5	10	0x6dfee4
3	age	int	4	0	3	5	0x7dfed4
4	john	char	4	1	5	12	0x6dfed4

#### //search data

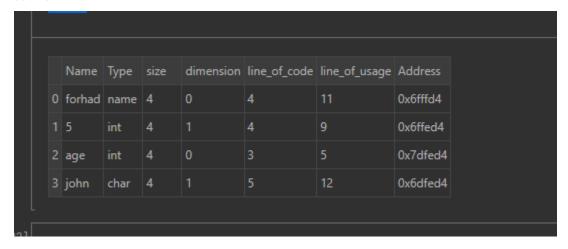
search(table, '5')



#### //delete any data

table = delete(table,name='x')

table



#### //update any data

table = update(table, '5','6','NUM','Number')

# Show

show()

```
# Show show()

Name Type size dimension line_of_code line_of_usage Address
0 forhad name 4 0 4 11 0x6fffd4
1 6 int 4 1 4 9 0x6ffed4
2 age int 4 0 3 5 0x7dfed4
3 john char 4 1 5 12 0x6dfed4
```

## //hash key

getHashKey(table,'forhad')

```
getHashKey(table,'forhad')
```