

SS LAB 2

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Write a dynamic program to generate a Symbol Table with functions to create, insert, modify, search and display.

index.py

```
import sys
import re
from termcolor import colored

from symbol_table import SymbolTable

if len(sys.argv) != 2:
    print("Usage: python index.py <file-name>")
    exit(1)

file_name = sys.argv[1]

address = int(input("Enter starting address: "))

st = SymbolTable(address)
print("Symbol: Address")
with open(file_name) as f:
    lines = f.readlines()
    for line in lines:
        st.insert(line)

while True:
    c = input("""
Options:
i: insert
m: modify
s: search
d: display
q: quit
Your Choice: """)

    if c == "i":
        st.insert(input("Enter next instruction: "))
        print(colored(f"Inserted!", color="green"))
```

```

elif c == "m":
    symbol = input("Enter symbol to modify: ")
    if symbol in st.symbols:
        addr = int(input("Enter new Address: "))
        for field in st.fields:
            if field.symbol == symbol:
                field.address = addr
                break
        print(colored(f"Modified!", color="green"))
    else:
        print(colored("Error: Symbol not found", color="red"))
elif c == "s":
    symbol = input("Enter symbol to search: ")
    if symbol in st.symbols:
        for field in st.fields:
            if field.symbol == symbol:
                print(colored(f"{symbol}: {field.address}",
color="green"))
                break
    else:
        print(colored("Error: Symbol not found", color="red"))
elif c == "d":
    st.print()
elif c == "q":
    break
else:
    print("Error: Unknown Command")

```

symbol_table.py:

```

import re
from symbol_field import SymbolField
from tabulate import tabulate
from termcolor import colored

class SymbolTable:
    def __init__(self, start: int):
        self.fields = []
        self.symbols = set()
        self.address = start

    def insert(self, line: str):

```

```

    if not re.match(r'\s', line):
        # starts with symbol
        symbol = line.split()[0]
        if symbol not in self.symbols:
            self.fields.append(SymbolField(symbol, self.address))
            self.symbols.add(symbol)
        else:
            print(
                colored(f"Warning: symbol {symbol} already defined.",
Address = {self.address}", color="yellow"))
            self.address += 1

    def print(self):
        print(tabulate([[x.symbol, x.address]
                        for x in self.fields], headers=["Symbol",
"Address"], tablefmt="psql"))

```

symbol_field.py

```

class SymbolField:
    def __init__(self, symbol, address):
        self.symbol = symbol
        self.address = address

```

input file:

```

START 200
MOVER AREG, = '5'
MOVEM AREG, X
L1 MOVER BREG, = '2'
    ORIGIN L1 + 3
    LTORG
        = '50'
        = '10'
X   DS 1
    END

```

Create and Display:

```
(lab-2) → lab-2 git:(master) ✕ python index.py file.asm
Enter starting address: 200
Symbol: Address

Options:
  i: insert
  m: modify
  s: search
  d: display
  q: quit
Your Choice: d
+-----+-----+
| Symbol | Address |
+-----+-----+
| L1     | 203    |
| X      | 208    |
+-----+-----+

Options:
  i: insert
  m: modify
  s: search
  d: display
  q: quit
Your Choice: █
```

insert:

Options:

i: insert
m: modify
s: search
d: display
q: quit

Your Choice: i

Enter next instruction: UP MOVR AREG, ='5'

Inserted!

Options:

i: insert
m: modify
s: search
d: display
q: quit

Your Choice: d

+-----+-----+	
Symbol	Address
+-----+-----+	
L1	203
X	208
UP	210
+-----+-----+	

modify:

Options:

i: insert
m: modify
s: search
d: display
q: quit

Your Choice: m

Enter symbol to modify: X

Enter new Address: 211

Modified!

Options:

i: insert
m: modify
s: search
d: display
q: quit

Your Choice: d

+-----+-----+	
Symbol	Address
+-----+-----+	
L1	203
X	211
UP	210
+-----+-----+	

search:

```
Options:
  i: insert
  m: modify
  s: search
  d: display
  q: quit
Your Choice: s
Enter symbol to search: NO
Error: Symbol not found
```

```
Options:
  i: insert
  m: modify
  s: search
  d: display
  q: quit
Your Choice: s
Enter symbol to search: X
X: 211
```

```
Options:
  i: insert
  m: modify
  s: search
  d: display
  q: quit
Your Choice: █
```