8. Implement a C program to perform symbol table operations.

```
#include<stdio.h>
#include<conio.h>
int main()
{
	char s[5];
	printf("\n Enter any operator:");
	gets(s);
	switch(s[0])
	{
		case'>':
			if(s[1]=='=')
				printf("\n Greater than or equal");
			else
				printf("\n Greater than");
			break;
		case'<':
			if(s[1]=='=')
				printf("\n Less than or equal");
			else
				printf("\nLess than");
			break;
		case'=':
			if(s[1]=='=')
				printf("\nEqual to");
			else
				printf("\nAssignment");
			break;
		case'!':
			if(s[1]=='=')
				printf("\nNot Equal");
			else
				printf("\n Bit Not");
			break;
		case'&':
			if(s[1]=='&')
				printf("\nLogical AND");
			else
				printf("\n Bitwise AND");
			break;
		case'|':
			if(s[1]=='|')
				printf("\nLogical OR");
			else
				printf("\nBitwise OR");
			break;
		case'+':
			printf("\n Addition");
			break;
		case'-':
			printf("\nSubstraction");
			break;
		case'*':
```

```
                printf("\nMultiplication");
                break;
        case'/':
                printf("\nDivision");
                break;
        case'%':
                printf("Modulus");
                break;
        default:
                printf("\n Not a operator");
    }
}
```