

EXPERIMENT-11

AIM:

Implement a C program to perform symbol table operations.

PROGRAM:

The screenshot shows the Code::Blocks IDE interface. The top menu bar includes File, Edit, Search, View, Project, Execute, Tools, AStyle, Window, Help, and a build configuration dropdown set to "IDM-GCC 4.9.2 64-bit Release". The toolbar below has icons for file operations like Open, Save, and Build. The main workspace displays the code for EXP_1.cpp. The code implements a symbol table with an array of 50 entries, each containing a name and type. It provides options to insert new symbols and display the current state of the table. The code uses standard C libraries like printf and scanf. The bottom panel shows the "Compile Log" tab with the following output:

```
Compilation results...
-----
- Errors: 0
- Warnings: 0
- Output Filename: C:\Users\Haritha\OneDrive\Documents\EXP_1.exe
- Output Size: 129.4765625 KiB
- Compilation Time: 0.64s
```

OUTPUT:

The screenshot shows a terminal window displaying the execution of the C program. The user interacts with the program by selecting options from a menu and entering data. The program outputs the current state of the symbol table and provides a summary at the end.

```
1. Insert
2. Display
3. Exit
Enter choice: 1
Enter symbol name: S
Enter symbol type: int
Symbol added!

1. Insert
2. Display
3. Exit
Enter choice: 2
---- SYMBOL TABLE ----
Name      Type
S        int

1. Insert
2. Display
3. Exit
Enter choice: 3
-----
Process exited after 62.61 seconds with return value 0
Press any key to continue . . .
```