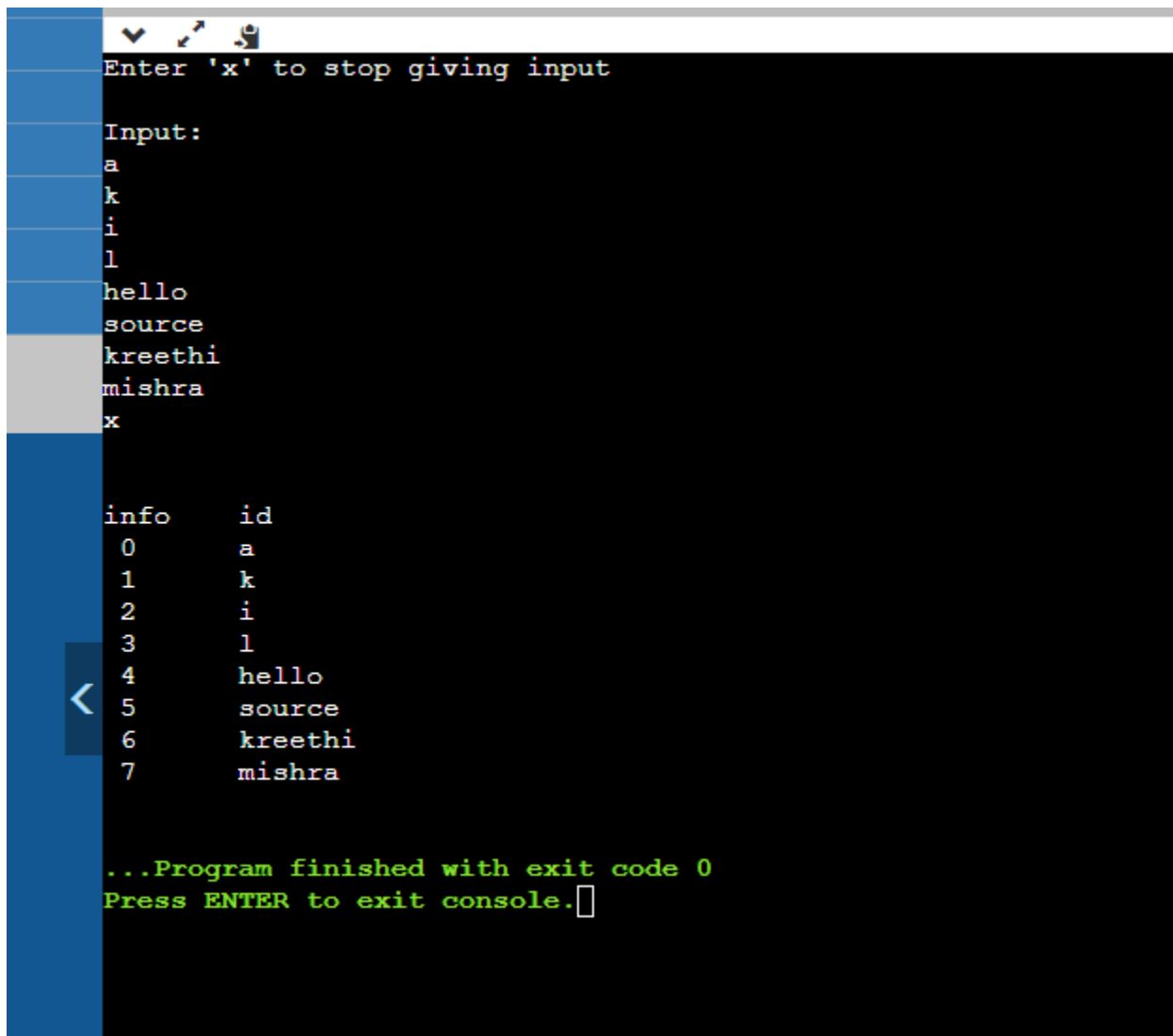


Compiler design

Week3

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AP19110010424

Hash output and linked list output



```
Enter 'x' to stop giving input

Input:
a
k
i
l
hello
source
kreethi
mishra
x

info    id
0       a
1       k
2       i
3       l
4       hello
5       source
6       kreethi
7       mishra

...Program finished with exit code 0
Press ENTER to exit console.
```

```
main.c input
0 Input a value
1 Display table
Enter option: 0
Enter the Identifier:
name
Enter the info:
kreethi
0 Input a value
1 Display table
Enter option: 0
Enter the Identifier:
rollno
Enter the info:
AP19110010424
0 Input a value
1 Display table
Enter option: 0
Enter the Identifier:
sec
Enter the info:
c
0 Input a value
1 Display table
Enter option: 1
Id Info
name kreethi
rollno AP19110010424
sec c
0 Input a value
1 Display table
Enter option: 3
...Program finished with exit code 0
Press ENTER to exit console.
```

Analysis cd lab

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analysis of our Implementation of Symbol table in C language

1) By using linked list

The structure of the Symbol table is created with strings, integers, and pointers to the next elements

We used functions to execute commands in the table. The Insert() function is used to add identifiers to the structure. The display() function is used to show all the stored identifiers given as input. The Symbol table stores the 'id' & 'info' of the given identifiers.

The advantage in using linked list is, we can add and remove identifiers easily.

2) By using hash table

The structure of the Symbol table is declared with integer characters pointers. The integer and character act as the 'info' & 'id' key value pair.

We used functions here to execute different commands. There are Insert() display() functions which take the input value, display the table respectively. Here with the code, the identifier is automatically taken and added to the hash table with sequentially generated keys. To stop entering, then value is displayed.