

analysis of different implementation of symbol table in C.

i) Using linked list :-

structure of symbol table is created with integer, string and point to next element is numbers. The string is value of identifier a pointer link to link to next element.

The insert function is created to add identifiers to structure and display is used to show all stored identifiers. The symbol table store the id and information about the identifier.

The advantages of using linked list we can add and delete identifier and additional info,

Symbol table using Hash Table

structure of symbol table is declared with integer & character pointer no. The integer and character acts as info & id key value pair. There is also insert and display function. The code automatically takes in identifier and insert them to hash table with sequential generated key. To stop the while loop enter and stored info and identifier are displayed.

Symbol Table using linear list:-

Declare a two dimensional array to character and row in this data structure store one identifier function symbol table that does inserting and searching operations goes through each element in list & if it is ~~occupied~~ occurred. If it checks if identifier is already present then insert function is used.

if identification is not present.