Analysis of our implementations 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 us input. The symbol table stores the 'id' and 'info' of the given identifier.

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

2. By using hash table

The structure of symbol table is declared with integer, characters pointers. the integer and character act as the 'info' and '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 atomatically taken and added to the hash table with sequontially generated keys. To stop the loop, we must enter 'x' Then the stored info in the table will be displayed.