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CS370
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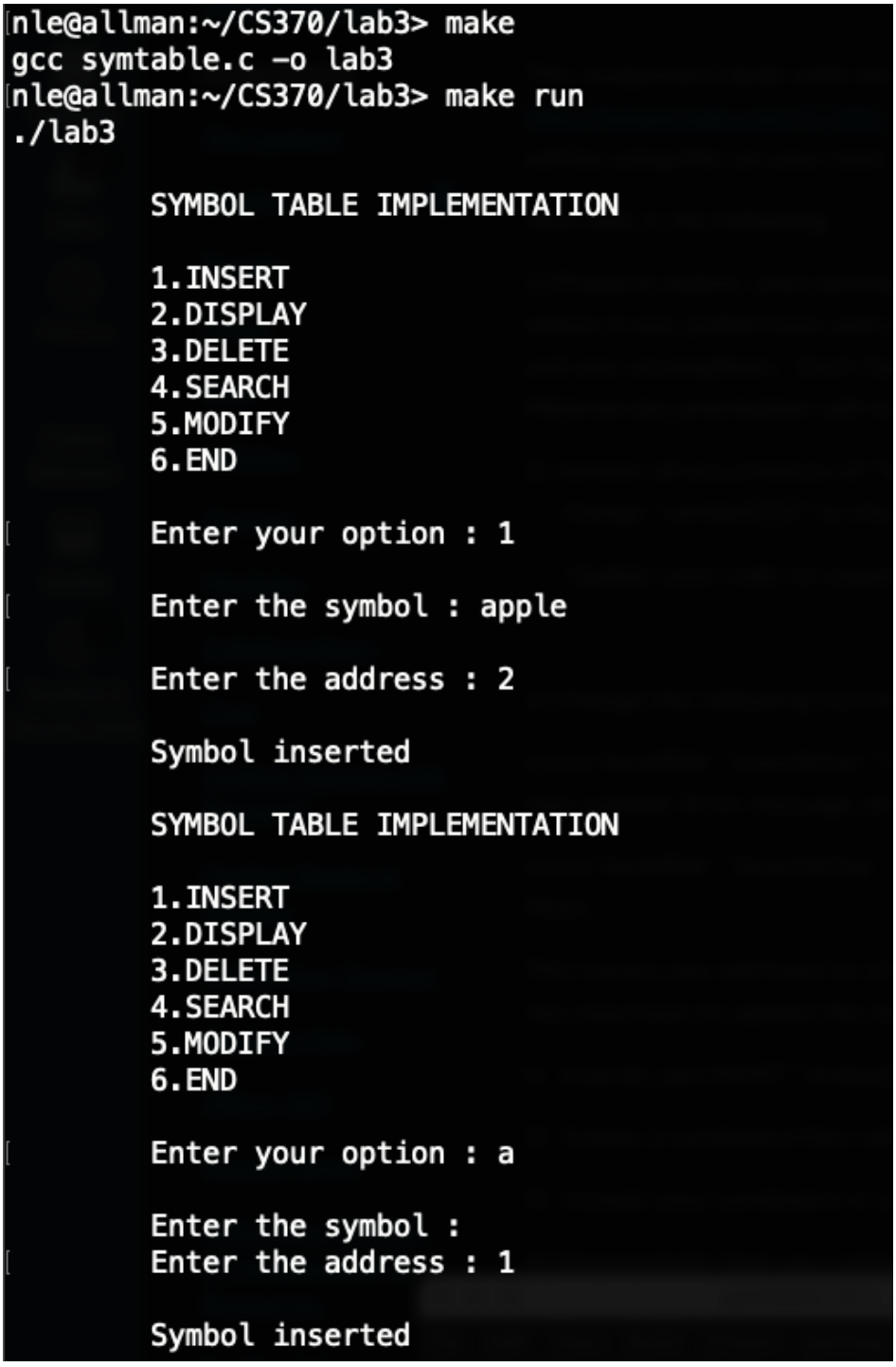
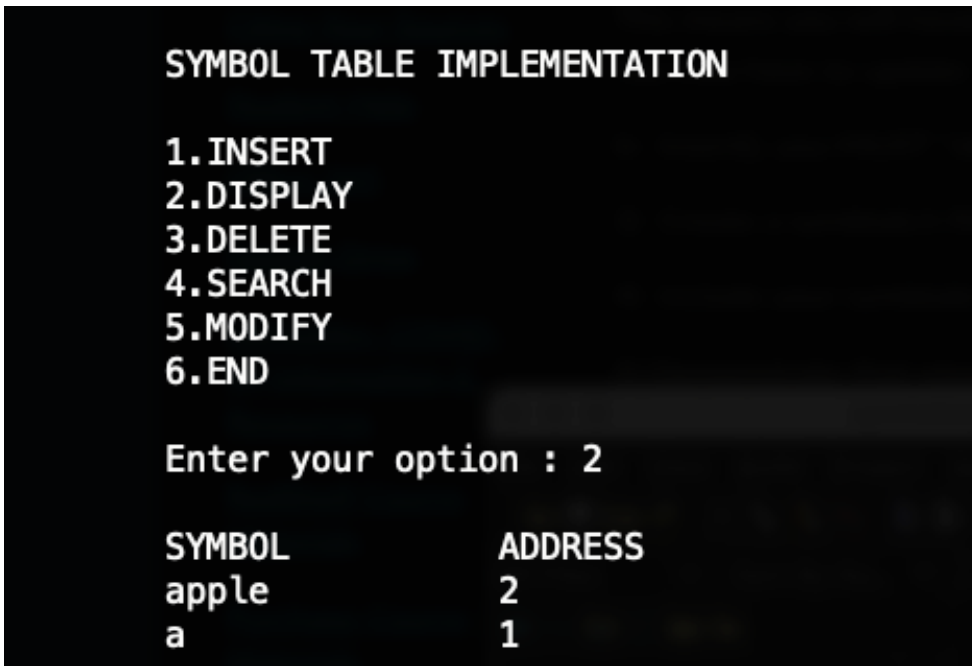
Purpose: Edit the given code of symtable.c to make it work.

My screenshot of the result:

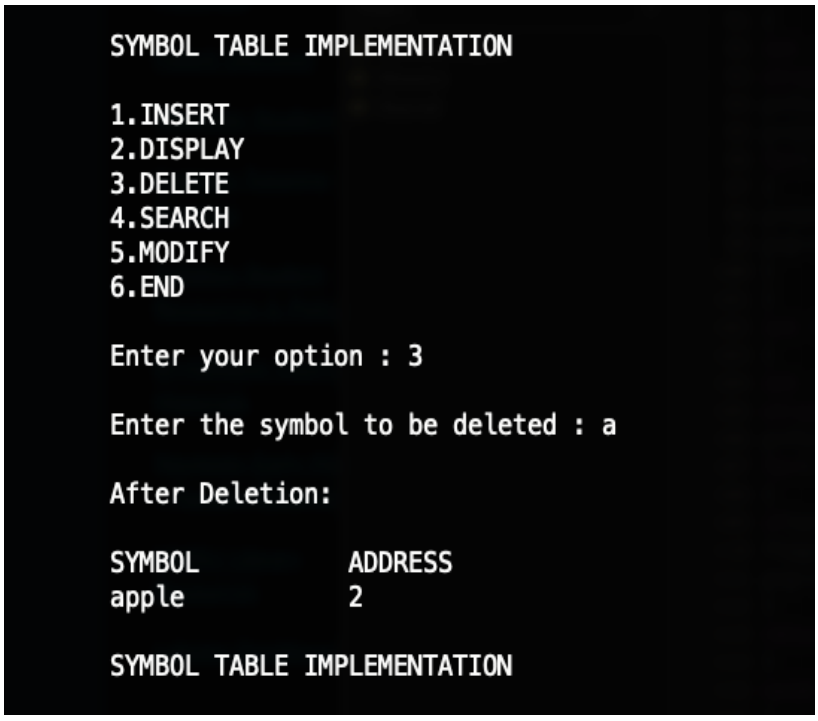
The first screenshot: inserting the symbol and their address from the user into symbol table.



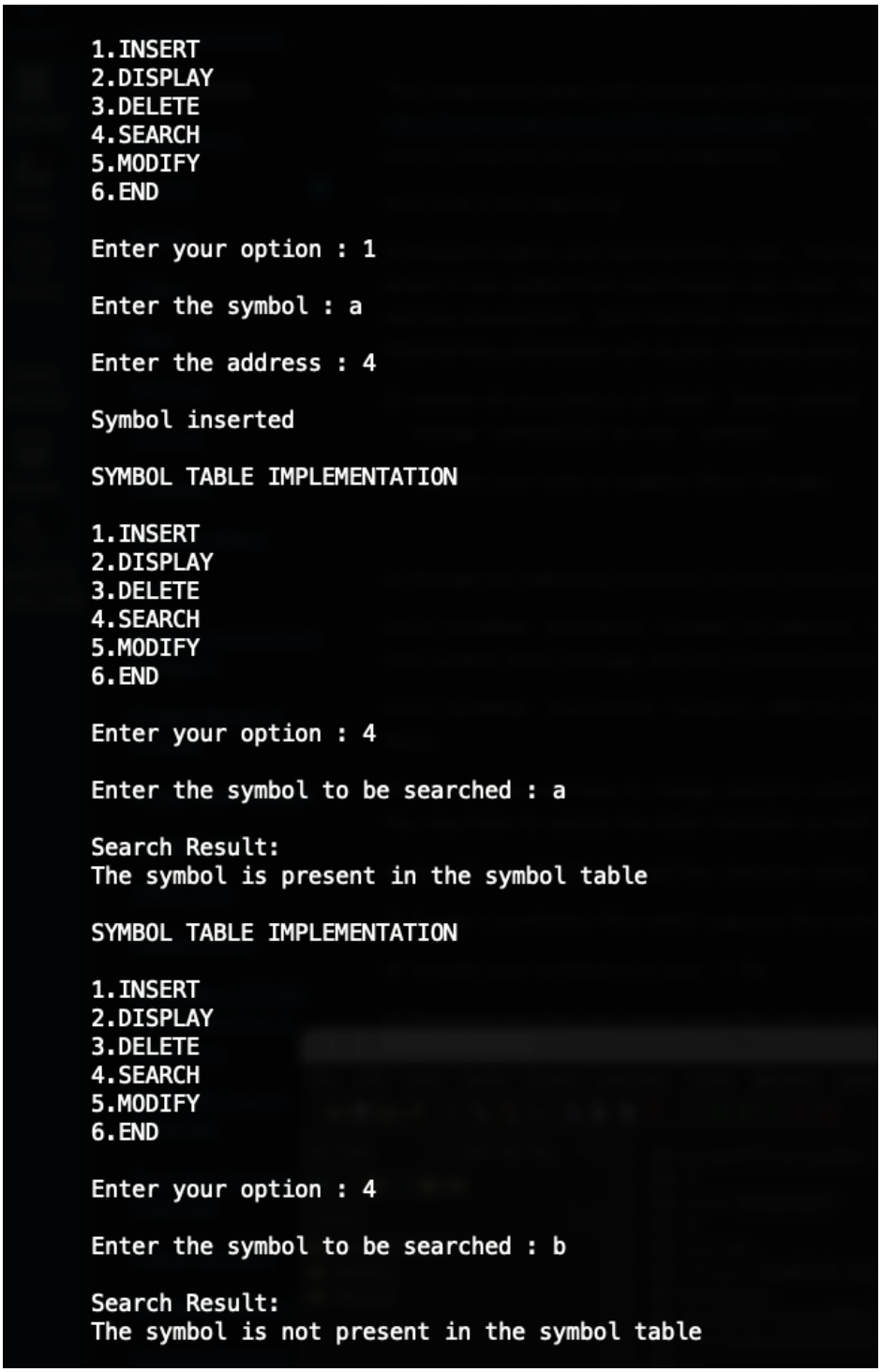
The second screenshot: displaying the table with the symbol and address from the user



The third screenshot: deleting the symbol from the table



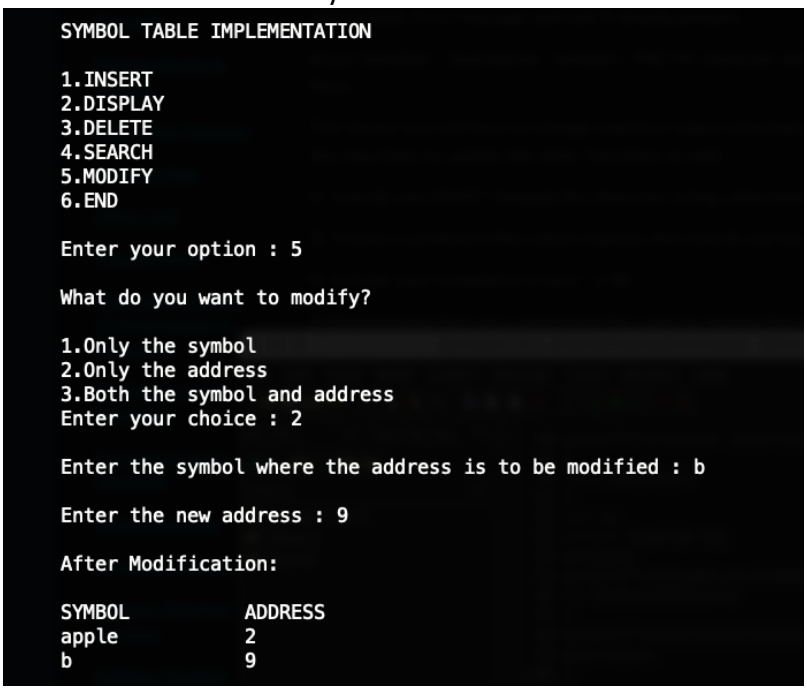
The fourth screenshot: search for the symbol in the table.
Search for symbol a: it is inside the table, so the search result is “The symbol is present in the symbol table
Search for symbol b: b is not in the table, so the search result is “The symbol. Is not present in the symbol table



The fifth, sixth, seventh screenshot: modify the symbol, which user can change symbol's name and symbol's address.

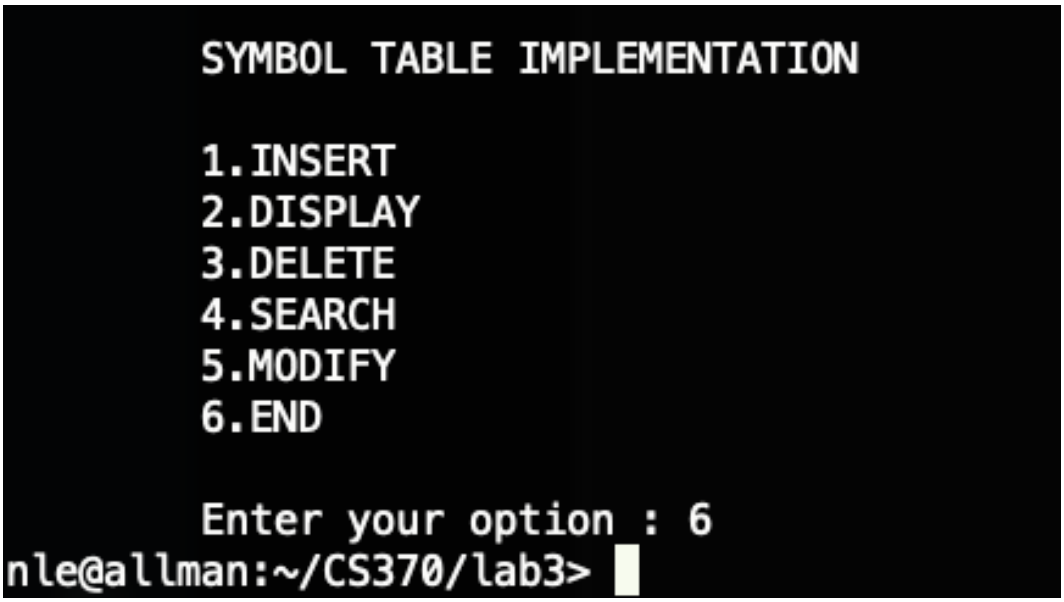
The fifth screenshot: only the symbol

The sixth screenshot: only the address



The seventh screenshot: both symbol and address

The eight screenshot: show the end option



Question part:
1/ What is the main data structure in this code?
The main data structure in this code is a linked list which uses nodes.

2/What are the fields, and how is the structure built?
The fields are pointers and malloc() function. The structure is build based on linked list; in this case is SymbTab.