

- for each block node
  - for each vardecl
    - addsymbol to table
    - set symbol annotation on tree (useful for codegen)
  - for each funcdecl
    - addsymbol to table
    - set symbol annotation on tree (useful for codegen)
    - add new scope (current\_scope is parent)
    - save current\_scope and update current\_scope
    - process formals
      - add each to symbol table, set symbol tree annotation
    - recursively process the block
    - restore current\_scope before leaving funcdecl
  - for the statement
    - depends on kind of statement
    - compoundstatement just loop through each one and recursively call statement visitor
    - for assign
      - lookup symbol and set assign\_symbol annotation
      - visit expression
      - check that expression subtree's datatype field matches the assign\_symbol's type
    - (read type\_specification.md for the rest of the statements)
- for each expression node
  - for number factors always annotate datatype with int
  - for variable factors, lookup the symbol in the symbol table and set the datatype to the result, set the variable\_symbol to the symbol
  - for function factors
    - lookup the symbol in the symbol table and set the datatype to the return type, set the function\_symbol to the symbol
    - check the function parameters against formal types, setting datatype and variable\_symbol for each
  - for unary expressions
    - recursively visit the child expression
    - check the resulting datatype for the child against the operation (int for minus, bool for not)
    - set the datatype field
  - for binary expressions
    - recursively visit the left and right children
    - check that the resulting datatype annotations match
    - check the resulting datatype annotations against the operation (int for plus, minus, mult, div, mod; bool for and, or)
    - set the datatype field