GOOD:

```
------------------------------------------------------
            Symbol table:
------------------------------------------------------
ID : y SCOPE : program SCOPE ID: exampleGood VALUE : 10 TYPE: integer
ID : x SCOPE : program SCOPE ID: exampleGood VALUE : undefined TYPE: integer
ID : result SCOPE : program SCOPE ID: exampleGood VALUE : t1 TYPE: integer
ID : temp SCOPE : procedure SCOPE ID: printNumMinusThree VALUE : t0 TYPE: integer
ID : t0 SCOPE : temp SCOPE ID: printNumMinusThree VALUE : x - 3  TYPE: integer
ID : t1 SCOPE : temp SCOPE ID: exampleGood VALUE : x * y  TYPE: integer
```

Bad :

```
------------------------------------------------------
            Symbol table:
------------------------------------------------------
ID : y SCOPE : program SCOPE ID: example_bad VALUE :  TYPE: integer
ID : x SCOPE : program SCOPE ID: example_bad VALUE : undefined TYPE: integer
ID : result SCOPE : program SCOPE ID: example_bad VALUE : t1 TYPE: integer
ID : temp SCOPE : procedure SCOPE ID: printNumMinusThree VALUE : undefined TYPE: integer
ID : t0 SCOPE : temp SCOPE ID: example_bad VALUE : x + y  TYPE: integer
ID : t1 SCOPE : temp SCOPE ID: example_bad VALUE : t0 * 4  TYPE: integer
sdressle@DESKTOP-DP3PN0T:/mnt/d/UND/SeniorClasses/CSCI_465/Compiler$
```