If:

```
Symbol Table:
============
Variables:
============
Symbol          Type            Initialized             Constant
b               int             true                    false
x               int             true                    false
Functions:
============
Symbol          Type
m               void
```

Loops:

```
Symbol Table:
============
Variables:
============
Symbol          Type            Initialized             Constant
i               int             true                    false
x               int             true                    false
Functions:
============
Symbol          Type
m               void
```

Semantic_error:

```
Symbol Table:
============
Variables:
============
Symbol          Type            Initialized             Constant
a               string          false                   false
x               int             false                   false
Functions:
============
Symbol          Type
m               void
```

Func:

```
Symbol Table:
============
Variables:
============
Symbol          Type            Initialized             Constant
a               int             true                    false
Functions:
============
Symbol          Type
m               void
s               int
```

Expressions:

```
Symbol Table:
============
Variables:
============
Symbol          Type            Initialized             Constant
x               int             true                    false
y               int             true                    false
z               int             true                    false
Functions:
============
Symbol          Type
m               void
```

Block:

```
Symbol Table:
============
Variables:
============
Symbol          Type            Initialized             Constant
x               int             true                    false
Functions:
============
Symbol          Type
m               void
```