```cpp
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#include <bits/stdc++.h>

using namespace std;

class SymbolTableEntry {
public:
  string name;
  string type;
  string scope;

  SymbolTableEntry(string name, string type, string scope) {
    this->name = name;
    this->type = type;
    this->scope = scope;
  }
```

```cpp
};

int main() {
  int n;
  cout << "Enter the number of variables: ";
  cin >> n;
  cin.ignore();

  vector<SymbolTableEntry> table;

  for (int i = 0; i < n; i++) {
    string name, type, scope;

    cout << "Enter details for variable " << (i + 1) << endl;
    cout << "Name: ";
    getline(cin, name);
```

```cpp
        cout << "Type: ";

        getline(cin, type);


        cout << "Scope (e.g., global, local): ";

        getline(cin, scope);


        table.emplace_back(name, type, scope);
    }


    cout << "\n+-----------+-----------+-----------+" << endl;

    cout << "| " << setw(10) << left << "Name"

        << " | " << setw(10) << left << "Type"

        << " | " << setw(10) << left << "Scope" << " |" << endl;

    cout << "+-----------+-----------+-----------+" << endl;


    for (const auto& entry : table) {
```

```cpp
        cout << "| " << setw(10) << left << entry.name

            << " | " << setw(10) << left << entry.type

            << " | " << setw(10) << left << entry.scope << " |" << endl;

        cout << "+-----------+-----------+-----------+" << endl;
    }


    return 0;
}
```