

```

class Cat {
    public int age;
    private int weight;
    public void run(int x, int y) {
        int speed;
        int arr[];
        ...
    }
}

```

Symbol Table ...

Attributes

Scope – region of a program where an identifier is accessible

Symbol ID – a unique identifier

Value - Lexeme

Kind – is the type of the Symbol

Data – kind specific data

C100 →	Scope:	g.
	Symid:	C100
	Value:	Cat
	Kind:	Class
	Data:	
V101 →	Scope:	g.Cat
	Symid:	V101
	Value:	age
	Kind:	ivar /* instance variable *
	Data:	type: int
		accessMod: public

V102 → Scope: g.Cat
 Symid: V102
 Value: weight
 Kind: ivar // instance variable
 Data: type: int
 accessMod: private

M103 → Scope: g.Cat
 Symid: M103
 Value: run
 Kind: method
 Data: returnType: void
 Param: [P104, P105]
 accessMod: public

P104 → Scope: g.Cat.run
 Symid: P104
 Value: x
 Kind: param
 Data: type: int
 accessMod: private

P105 → Scope: g.Cat.run
 Symid: P105
 Value: y
 Kind: param
 Data: type: int
 accessMod: private

L106→ Scope: g.Cat.run
 Symid: L106
 Value: speed
 Kind: lvar // local variable
 Data: type: int
 accessMod: private

L107→ Scope: g.Cat.run
 Symid: L107
 Value: arr
 Kind: lvar // local variable
 Data: type: @:int // Array of int
 accessMod: private