

```

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

```

## Symbol Table ...

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### 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: unprotected

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

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

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

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

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

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