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//*********************
// File: SymbolArray.java
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// Coms: Atributos públicos para evitar el uso de getters y setters
package lib.symbolTable;
public class SymbolArray extends Symbol implements Cloneable {
public int minInd;
public int maxInd;
public Types baseType;
public SymbolArray(String _name) {
super(_name, Types.ARRAY, ParameterClass.NONE);
minInd = 1;
maxInd = -1;
baseType = Types.UNDEFINED;
public SymbolArray(String _name, int _minInd, int _maxInd, Types _baseType) {
super(_name, Types.ARRAY, ParameterClass.NONE);
minInd = \_minInd;
maxInd = \_maxInd;
baseType = _baseType;
public SymbolArray(String _name, int _minInd, int _maxInd, Types _baseType, ParameterClass _class) {
super(_name, Types.ARRAY, _class);
minInd = \_minInd;
maxInd = maxInd;
baseType = _baseType;
public SymbolArray(String _name, int _numComp, Types _baseType) {
super(_name, Types.ARRAY, ParameterClass.NONE);
minInd = 0;
maxInd = _numComp - 1;
baseType = _baseType;
public SymbolArray(String name, int numComp, Types baseType, ParameterClass class) {
super(_name, Types.ARRAY, _class);
minInd = 0;
maxInd = \_numComp - 1;
baseType = _baseType;
public String toString() {
return "(" + name + "," + type + "," + minInd + "," + maxInd + "," + baseType + "," + parClass + "," + nivel + ")";
public SymbolArray clone () {
return (SymbolArray) super.clone();
```