worked with no one; advised by no one

task3:

A. symbol-processing steps

for `(define penny 27)`   `; line 00`

    Look for `penny` in the symbol table.

    Since no slot named for `penny` exists, reserve a new slot named for `penny`, and use the new slot in the next steps.

    Evaluate the expression `27`, resulting in the value twenty-seven

    Store twenty-seven in the symbol table slot for `penny`.

for `(display penny)`   `; line 01`

    Look for `penny` in the symbol table.

    Since a slot named for `penny` is found, replace `penny` with its value, 27, resulting in… `(display 27)`

    Put dots of light in the interactions window that that look like `27`

for `(display "\n")`   `; line 02`

    Add a newline at the end of the output.

for `(define penny 1)`   `; line 04`

    Look for `penny` in the symbol table.

    Since a slot with name penny exists, use the slot it is pointing to for the next steps.

    Evaluate the expression `1`, resulting in the value one

    Store one in the symbol table slot for `penny`.

for `(display penny)`   `; line 05`

    Look for `penny` in the symbol table.

Since a slot named for `penny` is found, replace `penny` with its value, 1, resulting in... `(display 1)`

Put dots of light in the interactions window that that look like `1`

`for (display "\n")`   `; line 06`

Add a newline at the end of the output.

B. resulting symbol table

symbol	Value
penny	1

C. output
27
1 <-*

  * <- denotes \n (new line)