A quad table is nothing more than a 2-D array of symbolic information. These symbols can be represented as integers. The operators themselves do not come from the symbol table. However, the operands such as identifiers and constants do. Jumps references are to rows in the table. A value has to be made available for true or false.

It is recommended that we use a 2-D integer array to represent the "Semantic routines" and that we have a routine to print out the semantic / quad tables. It is also recommended that we have a quad generation routine. Temporary variables DO NOT go into the symbol table. Quad Examples: arithmetic language. Consider using negative integers for the temporary variables.