In your opinion, out of the given test cases, list the easiest test case(s). Why? [1 pt]  
test1.micro – It only tests that a symbol table is generated without having any code blocks  
test5.micro – Only one symbol table  
test14.micro – it tests comments, so there isn’t a lot being added to the symbol table  
test16.micro – it has two empty symbol tables

In your opinion, out of the given test cases, list the hardest test cases(s). Why? [1 pt]  
test9.micro – error handling and symbol table dropping  
test20.micro – global string declaration with 7 symbol tables, one with a custom name  
test21.micro – error handling in a separate method block

List all enterX and exitX functions that you think need to be implemented. (hint: check the auto-generated LittleBaseListener class) [4 pts]  
41 of each in total, I think we only need the enter\_Program, enterFunc\_decl, ExitFunc\_decl, enterPgm\_body, exitPgm\_body, enterIf\_stmt, exitIf\_stmt, enterElse\_part, exitElse\_part, enterFor\_stmt, exitFor\_stmt, enterString\_decl, EnterVar\_decl. 🡨Needs to be verified.

In your opinion, which Java data structure(s) should be used to implement the symbol table(s)? Why? [2 pts]

You also have the option of using a Visitor (instead of the Listener). What is the main difference between a Listener and a Visitor? (hint: read the above excerpt) [2 pts]  
The main difference between the two is how the methods are called, in a visitor, methods have to give their children specific calls or they won’t be visited; however in a Listener, the methods are called by an Antlr-provided walker object, .