**Gabriel Amaral Fuchs, João Pedro Garcia, Marcus V. B. Siqueira.**

**No arquivo SYMTAB.CPP**

**- Linha276**

**trocar 0 por inxLista**

for ( int inxList = 0 ; inxList < dimVtHash ; inxList ++ ) {

// Verify this collision list

SLS\_SimpleList \* pCurrentList = &( **HashVector[ /\* 0 \*/ inxList ]** ) ;

ASSERT\_VER( pCurrentList->Verify( ModeParm ) , SMT\_IncorrectCollisionList ) ;

pCurrentList->MoveToFirst( ) ;

bool HasNext = ( pCurrentList->GetCurrentElement( ) != NULL ) ;

while ( HasNext )

{

SMTE\_SymbolTableElement \* pCurrentElem =

dynamic\_cast< SMTE\_SymbolTableElement \* >

( pCurrentList->GetCurrentElement( ) ) ;

ASSERT\_VER( pCurrentElem != NULL , SMT\_IllegalCurrentElement ) ;

ASSERT\_VER( Hash( pCurrentElem->GetSymbolString( )->GetLength( ) ,

pCurrentElem->GetSymbolString( )->GetString( ) )

== ( unsigned ) inxList , SMT\_IncorrectHashIndex ) ;

HasNext = ( pCurrentList->MoveElement( 1 ) == 1 ) ;

} /\* while \*/

} // end repetition: Verify all collision lists