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**TST\_SMT.CPP**

**– linha816 trocar**

**vtSymbol[ inxSymb ].isInTable por !vtSymbol[ inxSymb].isInTable**

**– linha819 trocar**

**countInsertTrue++ para countInsertFalse++**

**– linha824 trocar**

**countInsertFalse++ para countInsertTrue++**

// Perform action insert

if ( idAction == 0 )

{

SMTE\_SymbolTableElement \* pSymbol =

new TSMT\_Element( strlen( pSym ) , pSym ) ;

SMTE\_SymbolTableElement \* pRetSymbol =

pSymbolTable->InsertSymbol( pSymbol ) ;

if ( ( pRetSymbol == NULL )

&& ( **!vtSymbol[ inxSymb ].isInTable** ))

{

vtSymbol[ inxSymb ].isInTable = true ;

**countInsertFalse++** ;

} else if ( ( pRetSymbol != NULL )

&& ( vtSymbol[ inxSymb ].isInTable ))

{

**countInsertTrue++** ;

} else

{

if ( vtSymbol[ inxSymb ].isInTable )

{

sprintf( msg , "Incorrect insertion, >%s< was not in table." , pSym ) ;

} else

{

sprintf( msg , "Incorrect insertion, >%s< is already in table." , pSym ) ;

} /\* if \*/

pTester->DisplayErrorMsg( msg ) ;

countError ++ ;

} /\* if \*/

delete pRetSymbol ;

} // end selection: Perform action insert

Esse código é exatamente igual ao que existe em versões anteriores do Talisman. Ou seja, meramente copiaram da versão anterior.