```
318         /// <summary>
319         /// Outputs the symbol table in the following format
320         /// MOV | #TEMP1<5>| ------ | I <1>
321         /// </summary>
322         /// <param name="quadTable"></param>
323         static void QuadTableDump(QuadTable quadTable, SymbolTable symbolTable)
324         {
325             string OpCode, Op1, Op2, Op3;
326 
327             Console.WriteLine("\nQUAD TABLE");
328             DrawHorizontalBorder(TABLEWIDTH, DIVIDER_CHAR);
329             Console.WriteLine($"|{ "Opcode",-7 }|{ "Op1",44 }|{ "Op2",10 }|{ "Op3",20 }|");
330             DrawHorizontalBorder(TABLEWIDTH, DIVIDER_CHAR);
331             foreach (var quad in quadTable.QuadTableData)
332             {
333                 OpCode = quadTable.GetMnemonic(quad.OpCode);
334 
335                 if (quad.Op1 == -1)
336                 {
337                     Op1 = "------";
338                 }
339                 else
340                 {
341                     Op1 = symbolTable.GetSymbol(quad.Op1).Name + "<" + quad.Op1 + ">";
342                 }
343 
344                 if (quad.Op2 == -1)
345                 {
346                     Op2 = "------";
347                 }
348                 else
349                 {
350                     Op2 = symbolTable.GetSymbol(quad.Op2).Name + "<" + quad.Op2 + ">";
351                 }
352 
353                 if (quad.Op3 == -1)
354                 {
355                     Op3 = "------";
356                 }
357                 else if (quad.OpCode >= 8 && quad.OpCode <= 15)
```

```
358                 {
359                     Op3 = "<" + quad.Op3 + ">";
360                 }
361                 else
362                 {
363                     Op3 = symbolTable.GetSymbol(quad.Op3).Name + "<" + quad.Op3 + ">";
364                 }
365 
366                 Console.WriteLine($"|{ OpCode,-7 }|{ Op1,44 }|{ Op2,10 }|{ Op3,20 }|");
367             }
368             DrawHorizontalBorder(TABLEWIDTH, DIVIDER_CHAR);
369             Console.WriteLine();
370         }
```