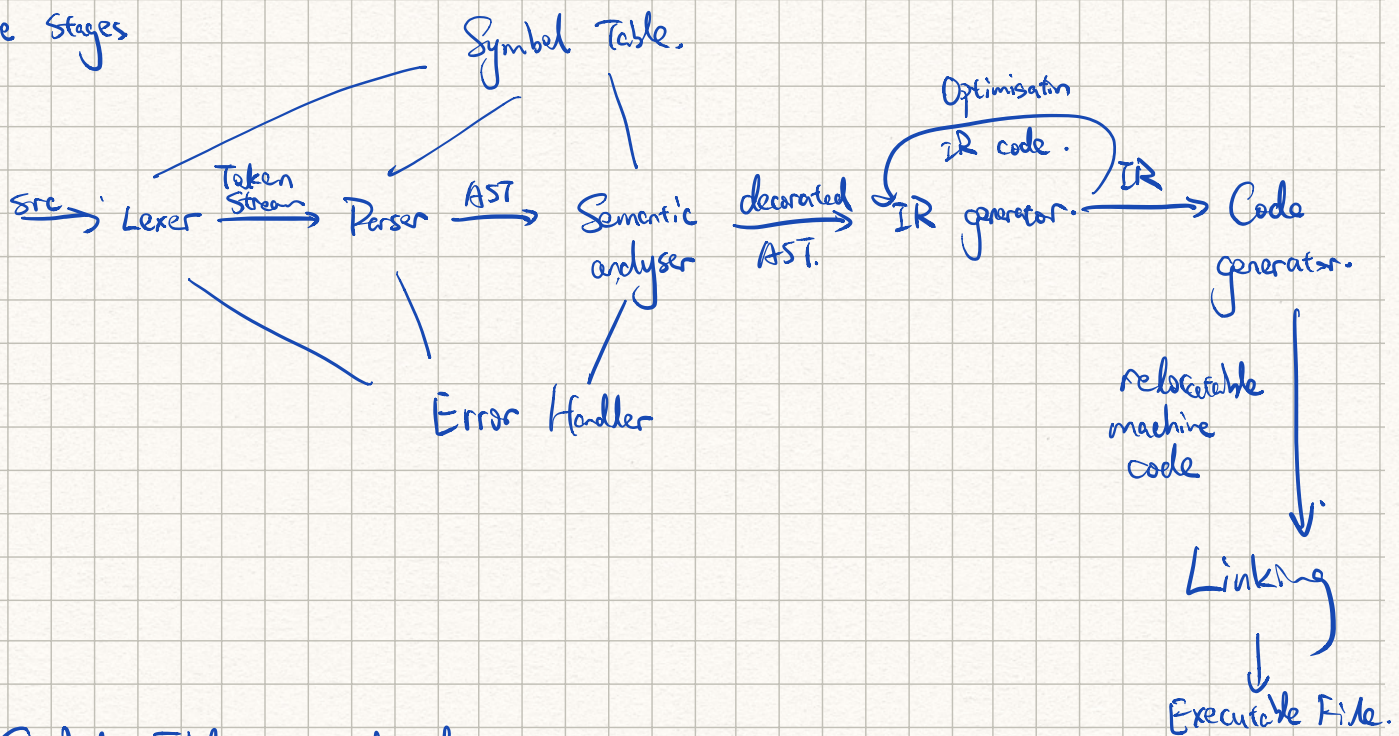


Activation record.

- Control link.
- access link
- function parameters
- tmp values in evaluation.
- local variables
- return value.
- return address

Five Stages



Symbol Table pseudocode.

```
public class SymbolTable {  
    private HashTable SymbolTable;  
    public S.T () {  
        S.t = new HashTable();  
    }  
}
```



```
public s.t add (String id, Object type) ?  
    s.t.put(id, type);
```

```
{
```

```
public s.t. get (String id) ?
```

```
for (var tableID: s.t.entrySet()) ?
```

```
if (tableID.equals(id)) return  
    s.t.getKey(tableID);
```

```
}
```

```
return NULL;
```

```
}
```

```
}
```

```
abstract  
public class Node () ?
```

```
Node left, right;
```

```
public abstract Object accept (Visitor V);
```

```
}
```

```
public class DeedNode extends Node ?
```

```
public String id, Object type)
```

```
public Object accept (Visitor v)
```

```
{ return v.visit(this); }
```

```
}
```

```
public class Checker implements Visitor ?
```

```
SymbolTable[] SymbolTable Stack.
```



```
int stacktop = 0;
public checker c() {
```


```
SymbolTable [stacktop] = new Sy. T. (c);
```

```
}
```

```
public Boolean visit (Node n) {
```

```
}
```

Eliminate left recursion

- 
- * Eliminate dead rules that can never be reached
 - * Eliminate obvious ones
 - * Eliminate substitution recursion
 - * Eliminate ϵ -marked recursion