

Hashtable<String, Integer> `symbolTable`;

Create a default hashtable to become our symbol table.

`public SymbolTable()`

Sets up the symbol table with the default symbols, SP, LCL, ARG, THIS, THAT, Registers, SCREEN and KBD

`public void addEntry(String symbol, int address)`

This adds a new entry into the symbol table

`public boolean contains(String symbol)`

This returns if the symbol already exists in the table

`public int getAddress(String symbol)`

This returns the address for the symbol.