## SymbolTable

- _table: QVector<SymbolInfo>
- _instance

---

«constructor»
- SymbolTable()
+ getInstance(): SymbolTable*
+ insertSymbol(name: QString, rgx: QRegExp,
                arity: Arity, asso: Associativity,
                prec: int, func: BinaryFunction): void
+ removeSymbol(name: QString): void
+ operator[](name: QString): SymbolInfo
+ begin(): const_iterator
+ end(): const_iterator

### const_iterator