

Sample Solutions for Chapter 5

Exercise 3: Symbol Table with Classes

Given the following program:

```

program P
  class C1 { int f, g; }
  class C2 { int h; char ch; }
{ void foo()
  C1 a, b;
  C2 c;
  { ... // <== 1
  }
}
  
```

Draw the symbol table at the point in time when the compiler is at position 1. Draw the scopes of P and foo(). You don't need to draw the scope of the universe.

Solution

