After Building Symbol Tables

1. All names map to Decl Nodes
2. All so nodes point to symbol table for their scope (I used nums 0-3 instead of arrows).
3. Fake VarDecl for "this" in each method.
After Resolving Names

1. Decl pointers for ClassTypes are set.
2. Resolved pointers for VarAccess nodes are set to new types for local Var access or Field Access.
3. Decl pointers for all local VarAccess are set.

Note: Decl pointers for Field Access & MethodAccess will be set during type checking.