



### After Building Symbol Tables

- ① All names map to Decl Nodes
- ② All ~~symbols~~ <sup>nodes</sup> point to symbol table for their scope (I used nums 0-3 instead of arrays).
- 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 trees for Local Var access or Field Access.
- ③ Decl pointers for all Local VarAccesses are set.

Note: Decl pointers for Field Accesses & Method Accesses will be set during typechecking.

