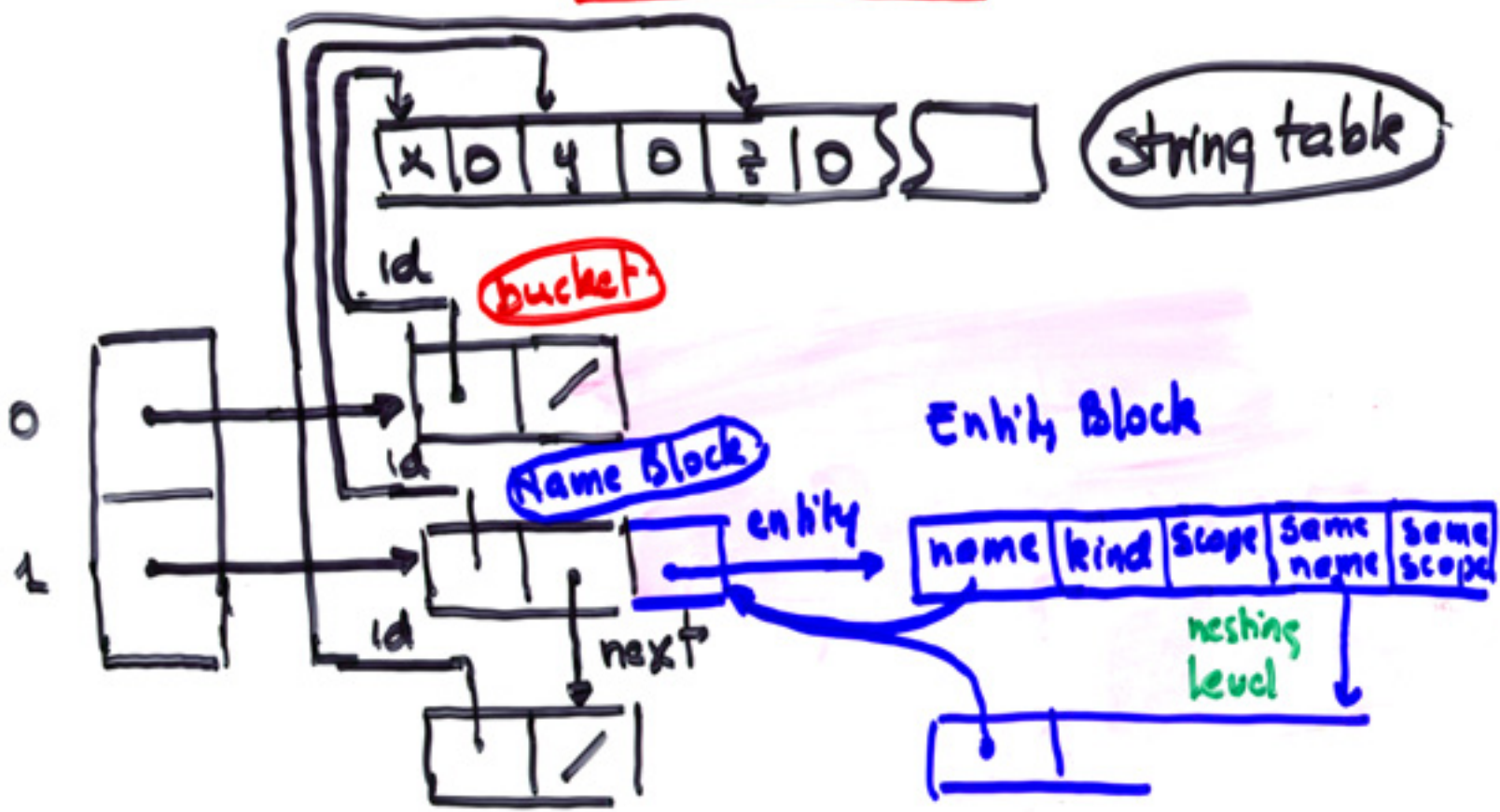


Symbol Tables



$$h(x) = 0$$

$$h(y) = 1$$

$$h(+) = 1$$

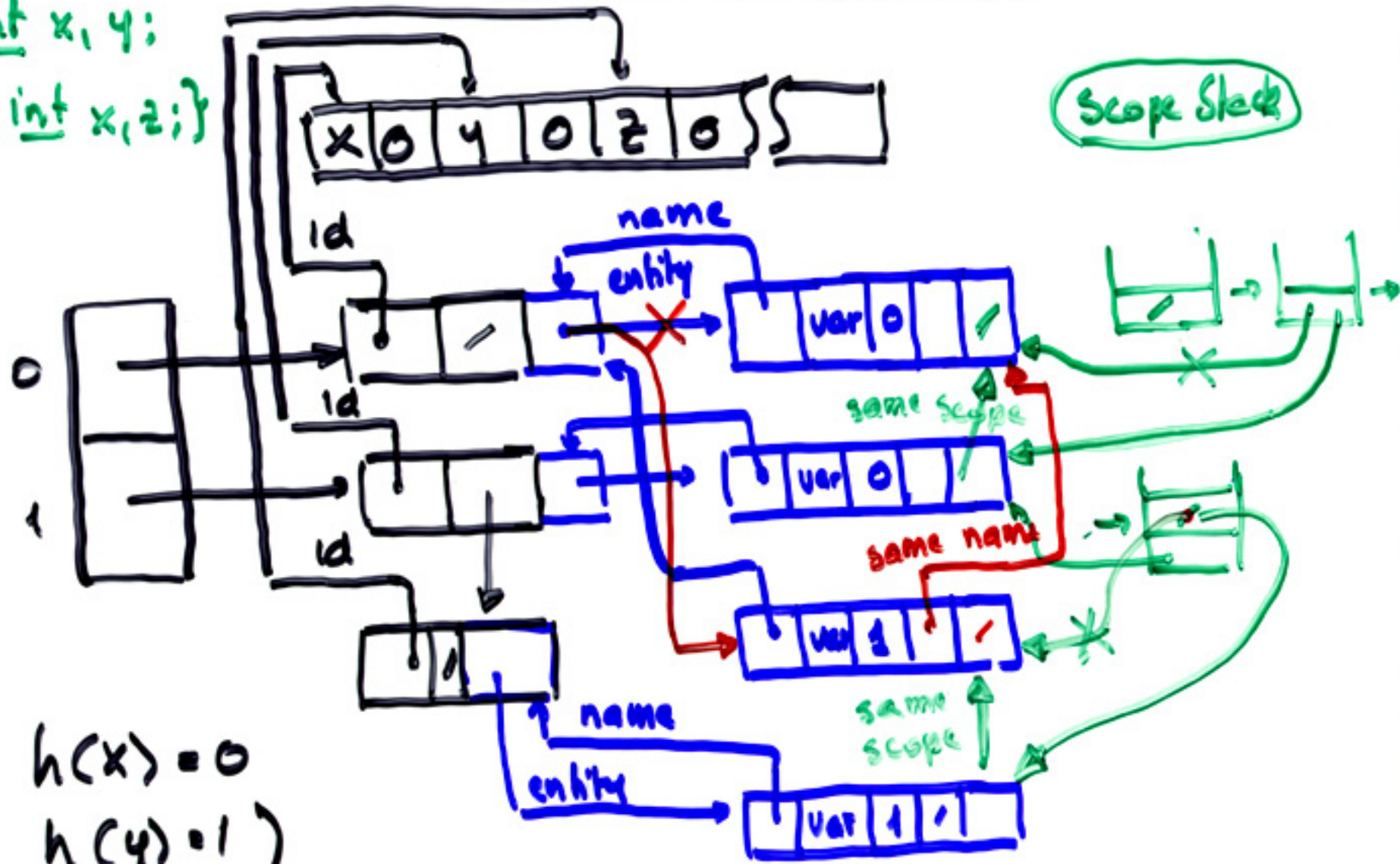
collision

Open hash table

Symbol Tables Example

```
int x, y;  
{ int x, z; }
```

Scope Stack



$h(x) = 0$
 $h(y) = 1$
 $h(z) = 1$