

```
-- file SymbolTableDefs.Mesa
-- last modified by Satterthwaite on June 14, 1977 9:36 AM
```

## DIRECTORY

```
ControlDefs: FROM "controldefs",
SegmentDefs: FROM "segmentdefs",
SymbolTable: FROM "symboltable";
```

```
DEFINITIONS FROM ControlDefs, SegmentDefs;
```

```
SymbolTableDefs: DEFINITIONS =
BEGIN
```

```
SymbolTableHandle: TYPE = PRIVATE RECORD [segment: FileSegmentHandle];
NULLTableHandle: SymbolTableHandle = SymbolTableHandle[NIL];
```

```
SymbolTableBase: TYPE = POINTER TO FRAME[SymbolTable];
```

```
TableForFrame: PROCEDURE [frame: FrameHandle] RETURNS [SymbolTableHandle];
NoSymbolTable: SIGNAL [seg: FileSegmentHandle];
```

```
TableForSegment: PROCEDURE [seg: FileSegmentHandle] RETURNS [SymbolTableHandle];
SegmentForTable: PROCEDURE [table: SymbolTableHandle] RETURNS [FileSegmentHandle];
```

```
AcquireSymbolTable: PROCEDURE [handle: SymbolTableHandle] RETURNS [SymbolTableBase];
ReleaseSymbolTable: PROCEDURE [base: SymbolTableBase];
```

```
SymbolCacheSize: PROCEDURE RETURNS [pages: INTEGER];
SetSymbolCacheSize: PROCEDURE [pages: INTEGER];
```

```
SuspendSymbolCache, RestartSymbolCache: PROCEDURE;
```

```
SymbolBuffersFull: SIGNAL;
```

```
IllegalSymbolBase: SIGNAL [base: SymbolTableBase];
```

```
- TooManySymbolTables: SIGNAL [handle: SymbolTableHandle];
```

```
END.
```