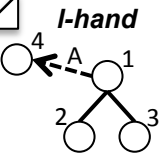
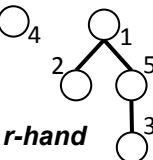
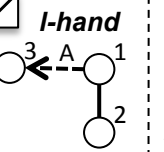
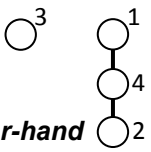
	Node Types & Reference Attribute Names ① Binary Expression ③ Expression ② Expression ④ Real Cast	Binary Expression
Condition $Type(②) = Real \wedge Type(③) = Integer$			
		Node Types & Reference Attribute Names ① Assignment ④ Declaration ② Terminal (I-hand) ⑤ Real Cast ③ Expression ←-A- Declaration	Assignment
Condition $Type(④) = Pointer(Real) \wedge Type(③) = Integer$			
		Node Types & Reference Attribute Names ① Return Statement ③ Procedure Declaration ② Expression ④ Real Cast ←-A- Containing Procedure	Procedure Return
Condition $Return-Type(③) = Real \wedge Type(②) = Integer$			