Repo link: https://github.com/ATchibo/FLCD
Documentation:
In order to scan a program, you instantiate a ProgramScanner object. You should have a file token.in in the resources folder.
To scan a program, you call programScanner.scan(program_path) and print the returned message.

Input (p1):

```
int a;
int b;

a = 10;
b = 20;

int r;

r = b;

while (b > 0) {
      r = a % b;
      a = b;
      b = r;
}

write(a);

return;
```

PIF:

```
int | -1
identifier | 0
; | -1
int | -1
identifier | 1
; | -1
identifier | 0
= | -1
int_const | 2
; | -1
identifier | 1
= | -1
int_const | 3
; | -1
int | -1
identifier | 4
; | -1
identifier | 4
= | -1
identifier | 1
; | -1
while | -1
( | -1
identifier | 1
> | -1
int_const | 5
) | -1
{ | -1
identifier | 4
= | -1
identifier | 0
% | -1
identifier | 1
; | -1
identifier | 0
```

```
= | -1
identifier | 1
; | -1
identifier | 1
= | -1
identifier | 4
; | -1
} | -1
write | -1
( | -1
identifier | 0
) | -1
; | -1
return | -1
; | -1


ST:
r | 4
0 | 5
10 | 2
a | 0
b | 1
20 | 3
```