

| Kod programu | Kod pośredni | Tablica symboli |
|---|--|---|
| <pre> program; var x: boolean var tmp: string var num: int var num2: real { x := true; if x == true then x := ! false; else x := true; endif; if x == false then num := num * num; num2 := num2 + num; endif; }</pre> | <pre> 0-9: x, true, :=, x, true, ==, addr(15), JFalse, x, false, 10-19: false, !, :=, addr(18), JUMP, x, true, :=, x, false, 20-29: ==, addr(33), JFalse, num, num, num, *, :=, num2, num2, 30-39: num, +, :=,</pre> | <pre> x: boolean tmp: string num: int num2: real true: boolean false: boolean</pre> |
| <pre> program; var tmp: real { tmp := 8; while tmp == 4 do tmp := true; done; }</pre> | <pre> 0-9: tmp, 8, :=, tmp, 4, ==, addr(13), JFalse, tmp, true, 10-19: :=, addr(3), JUMP,</pre> | <pre> tmp: real 8: int 4: int true: boolean</pre> |
| <pre> program; var tmp: int { tmp := 4; repeat tmp := tmp - 1; until tmp > 0; }</pre> | <pre> 0-9: tmp, 4, :=, tmp, tmp, 1, -, :=, tmp, 0, 10-19: >, addr(3), JTrue,</pre> | <pre> tmp: int 4: int 1: int 0: int</pre> |
| <pre> program; var tmp: int var str: string var i: int { tmp := 4; for i := 0 to tmp do read tmp; ; }</pre> | <pre> 0-9: tmp, 4, :=, i, 0, :=, tmp, i, addr(19), JEq, 10-19: tmp, read, i, i, 1, +, :=, addr(6), Jump,</pre> | <pre> tmp: int str: string i: int 4: int 0: int</pre> |

| Kod programu | Kod pośredni | Tablica symboli |
|---|---|---|
| <pre> program; var tmp: int { tmp := 4; case tmp of 4: read tmp; 5: write tmp; 6: write 6; ; }</pre> | <pre> 0-9: tmp, 4, :=, 4, tmp, addr(11), JNEq, tmp, read, addr(25), 10-19: Jump, 5, tmp, addr(19), JNEq, tmp, write, addr(25), Jump, 6, 20-29: tmp, addr(25), JNEq, 6, write,</pre> | <pre> tmp: int 4: int 5: int 6: int</pre> |
| <pre> program; var tmp: int { tmp := 4; case tmp of 4: read tmp; 5: write tmp; else tmp := 9; ; }</pre> | <pre> 0-9: tmp, 4, :=, 4, tmp, addr(11), JNEq, tmp, read, addr(22), 10-19: Jump, 5, tmp, addr(19), JNEq, tmp, write, addr(22), Jump, tmp, 20-29: 9, :=,</pre> | <pre> tmp: int 4: int 5: int 9: int</pre> |