


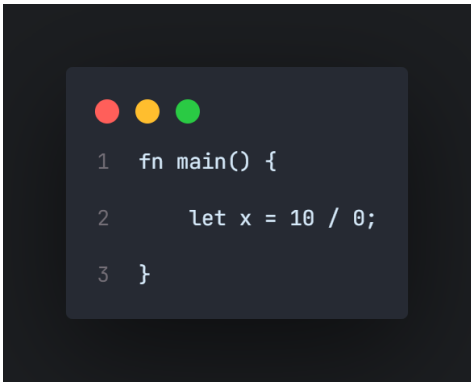
- Case 1: Undefined variable



```
1 fn main() {
2     let x = a +5;
3 }
```

- Errors encountered during parsing:
Error at line 4: Undefined variable 'a'
Error at line 4: Invalid operands for +: NoneType and int

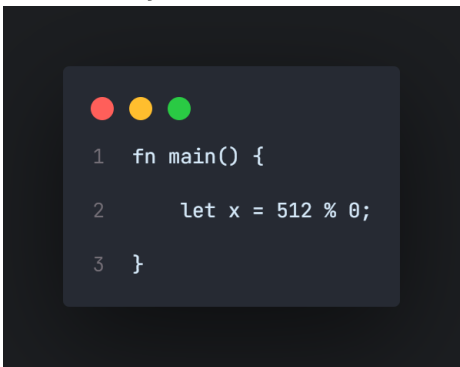
- Case 2: Division by zero



```
1 fn main() {
2     let x = 10 / 0;
3 }
```

- Errors encountered during parsing:
Error at line 4: Division by zero

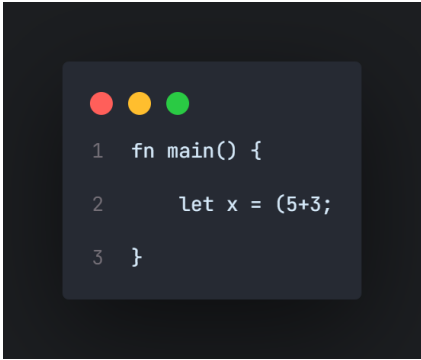
- Case 3: Modulo by zero



```
1 fn main() {
2     let x = 512 % 0;
3 }
```

- Errors encountered during parsing:
Error at line 4: Modulo by zero

- Case 4: Missing closing parenthesis




```
1 fn main() {  
2     let x = (5+3;  
3 }
```

■ Syntax error at ';', line 4

■ Hint: Check syntax around this token.


- Case 5: Invalid Function call



```
1 fn main() {  
2     undefined_function();  
3 }
```

■ Fatal parsing error: Function 'undefined_function' is not defined.

- Case 6: Invalid Expressions in parenthesis




```
1 fn main() {  
2     let x = (456 + );  
3 }
```

■ Syntax error at ')', line 4

■ Hint: Check for a missing operand or mismatched parentheses/braces.

- Case 7: Missing semicolon




```
1 fn main() {  
2     let x = 5  
3     // Missing semicolon  
4 }
```

Syntax error at '}', line 5

Hint: Check for a missing operand or mismatched parentheses/braces.

- Case 8: Missing brace


A code editor window with a dark background and three colored window control buttons (red, yellow, green) at the top left. It contains two lines of code:

```
1 fn HelloWorld() {  
2     let prueba = 5;
```

Syntax error at EOF

Hint: Check for incomplete code or unclosed blocks.

- Case 9: Incomplete code

A code editor window with a dark background and three colored window control buttons (red, yellow, green) at the top left. It contains two lines of code:

```
1 fn main() {  
2     let x = 5
```

Syntax error at EOF

Hint: Check for incomplete code or unclosed blocks.