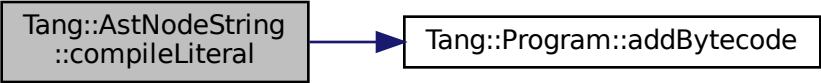


Tang::AstNodeString  
::compileLiteral



```
graph LR; A[Tang::AstNodeString::compileLiteral] --> B[Tang::Program::addBytecode]
```

Tang::Program::addBytecode