

Tang::AstNodeFloat
::compile



```
graph LR; A[Tang::AstNodeFloat::compile] --> B[Tang::Program::addBytecode]
```

A diagram showing a call from the `Tang::AstNodeFloat::compile` method to the `Tang::Program::addBytecode` method. The first box is shaded gray and the second is white. A blue arrow points from the first box to the second.

Tang::Program::addBytecode