

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 source method is in a grey box on the left, and the target method is in a white box on the right. A blue arrow points from the source to the target.

Tang::Program::addBytecode