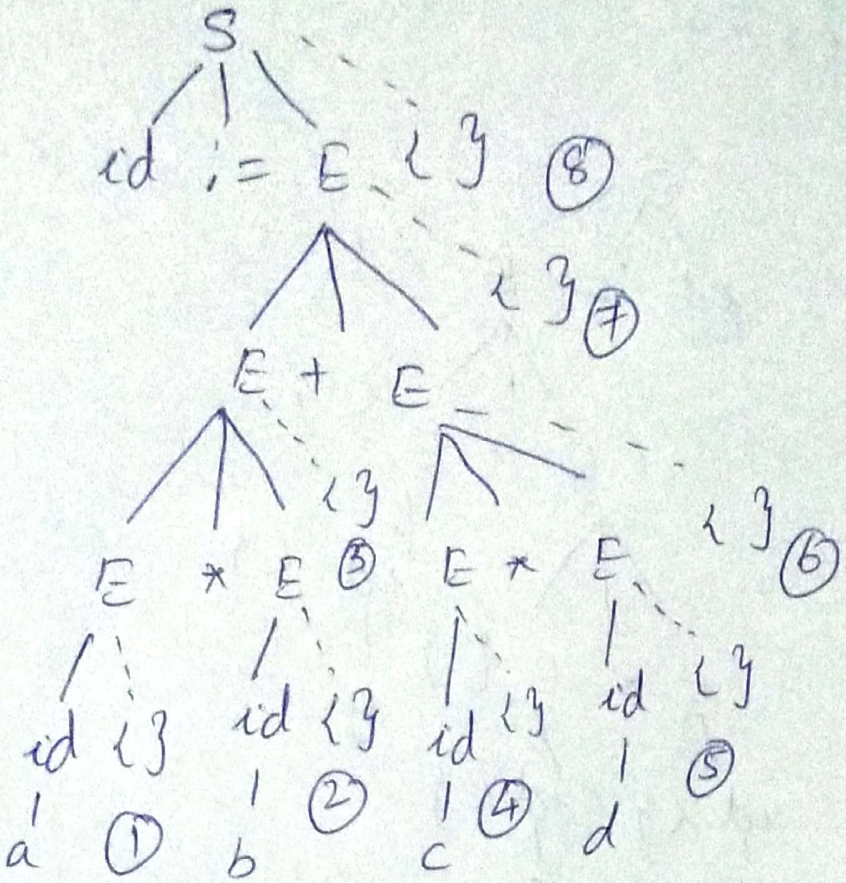
$x := a * b + c * d$



$E_1.place = a$

$E_2.place = b$

$E.place = t1$

$t_1 = a * b$

$E_1.place = c$

$E_2.place = d$

$E.place = t_2$

$t_2 = c * d$

$E.place = t3$

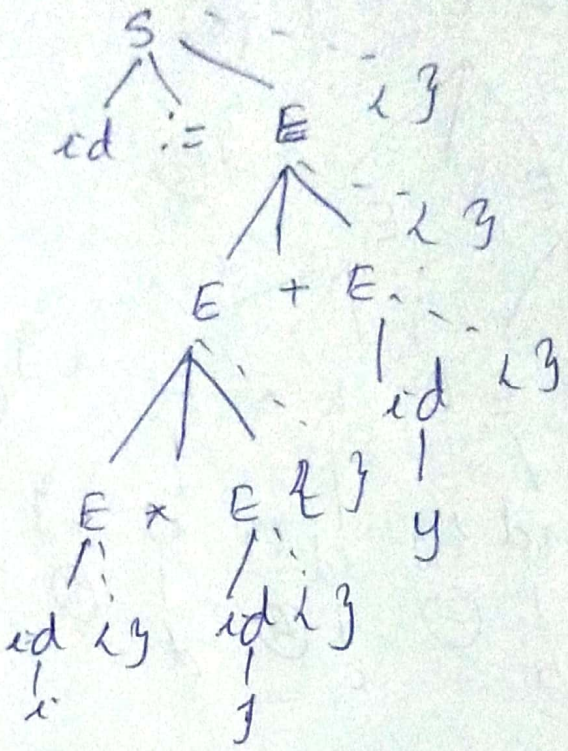
$t_3 = t_1 + t_2$

$x = t_3$

real x, y;

int i, j;

x := y + i * j



E_1.place = i

E_2.place = j

E_1.type = int

E_2.type = int

E.place = t_1

t_1 = i int * j

~~E.Place~~ = E_1.type = int

E.place = y

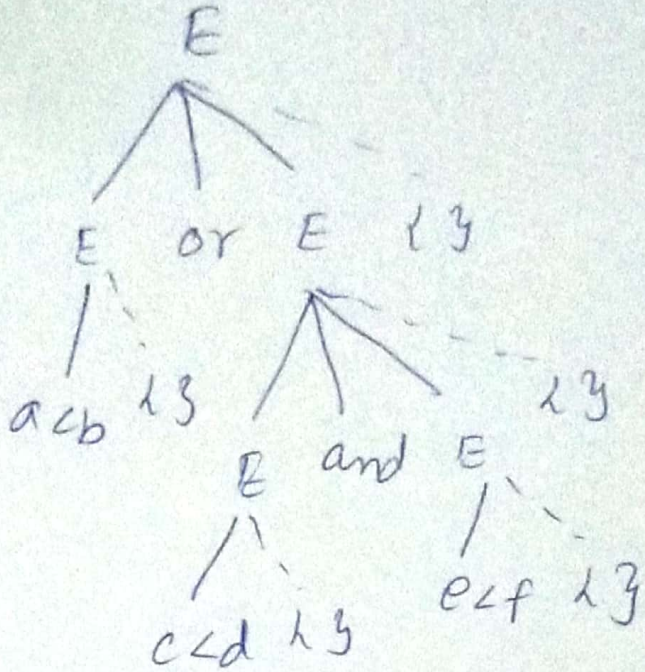
E_2.type = real

t_2 = int to real t_1

t_3 = t_1 real + y

x = t_3

a<b or c<d and e<f



E.Place = t_1

100: if a<b goto 103
101: $t_1 = 0$
102: goto 104
103: $t_1 = 1$
104: if c<d goto 107
105: $t_2 = 0$
106: goto 108
107: $t_2 = 1$
108: if e<f goto 111
109: $t_3 = 0$
110: goto 112
111: $t_3 = 1$
112: $t_4 = t_2$ and t_3
113: $t_5 = t_1$ or t_4

E.Place = t_2

E.Place = t_3

E.Place = t_4

E.Place = t_5