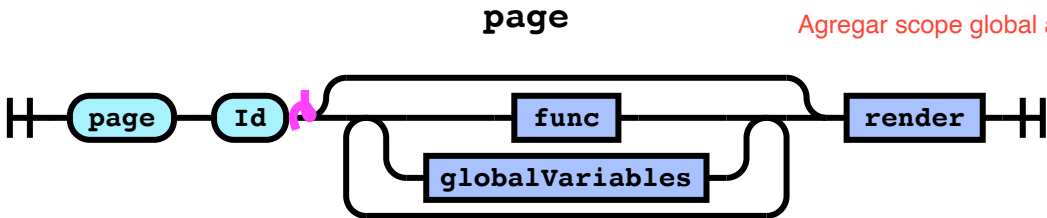


Generar directorio de funciones

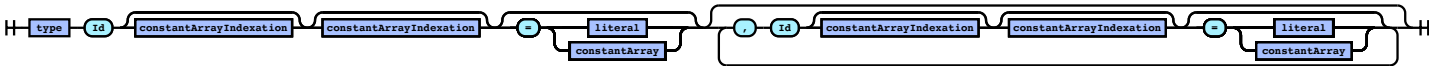
Agregar scope global al directorio de funciones



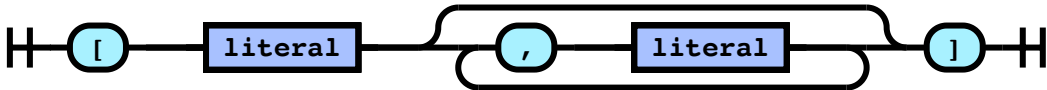
constantArrayIndexation



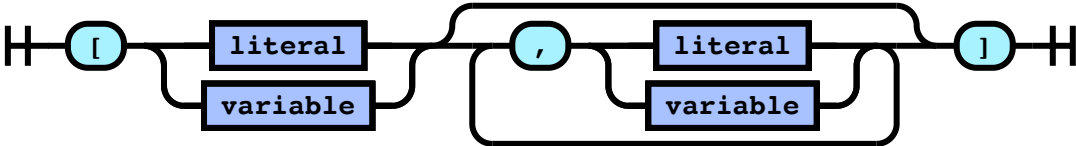
globalVariables



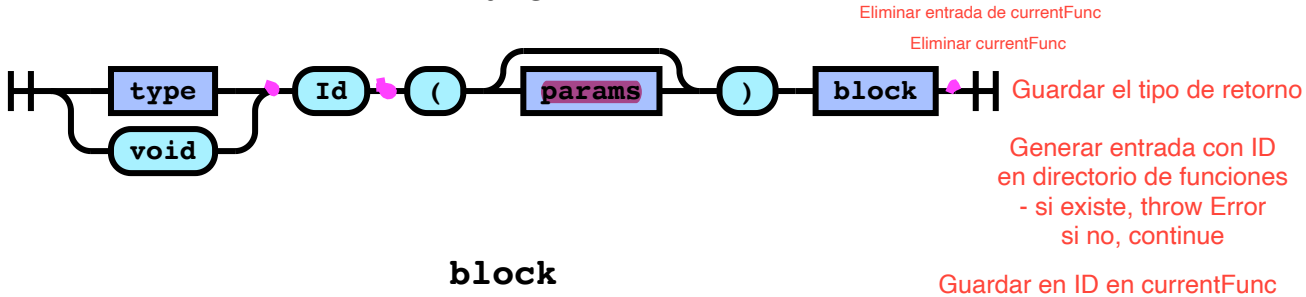
constantArray



array



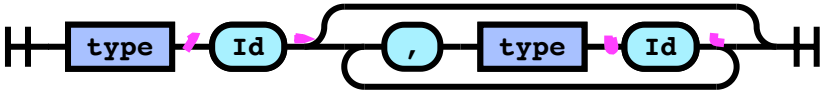
func



block

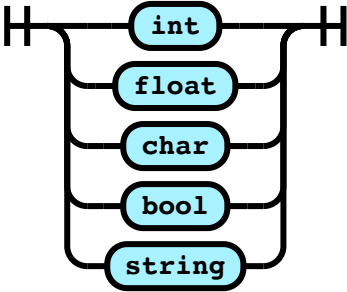


params ✓



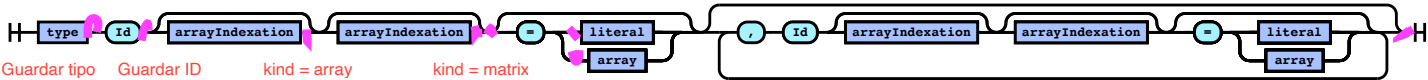
- Guardar tipo
- Crear entrada en el directorio de funciones de currentFunc
- Si dir de variables no existe, crear uno. Si entrada de variable existe, throw Error Si no existe, añadir entrada
- Añadir tipo a los parámetros currentFunc
- Si no existen args, crear arreglo
- si existe, append

type



localVariables

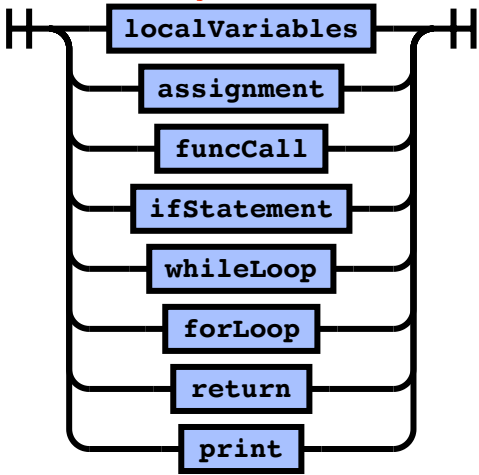
Guardar Tipo, Id, Kind en la varTable de currentFunc  
Guardar currentVar?



Verificar que kind = array ó matrix  
- si no, type mismatch

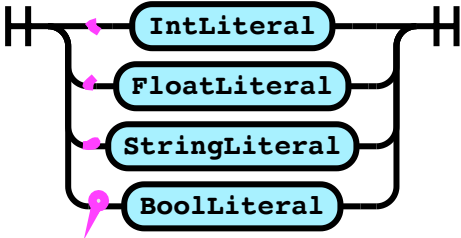
borrar currentVar

statement



literal

Verificar con tipo de currentVar



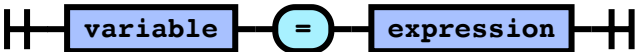
arrayIndexation



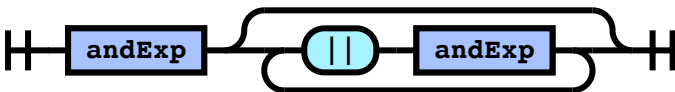
variable



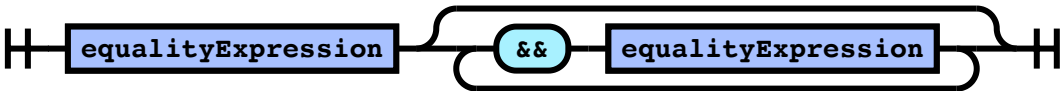
assignment



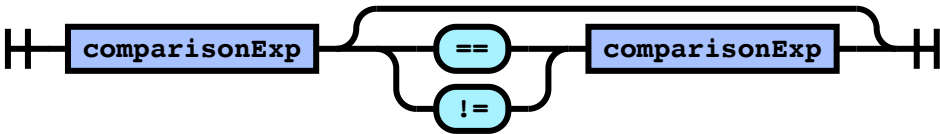
expression



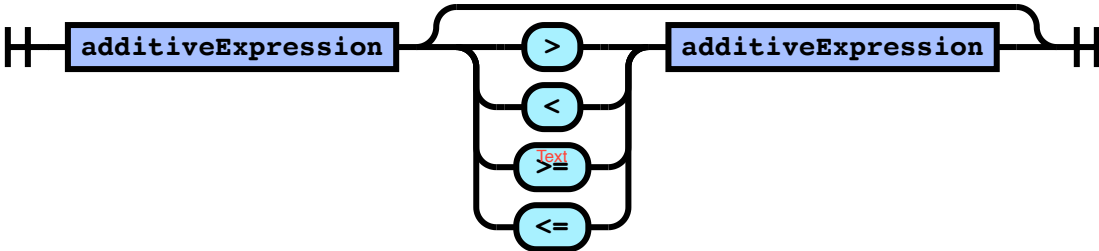
andExp



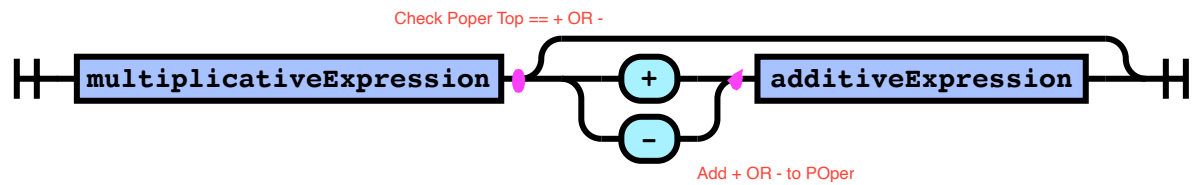
equalityExpression



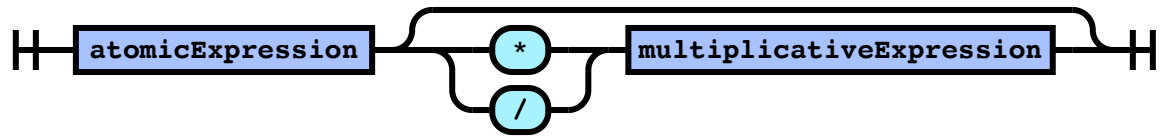
comparisonExp



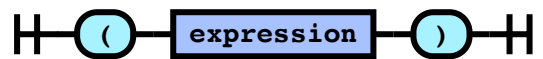
additiveExpression



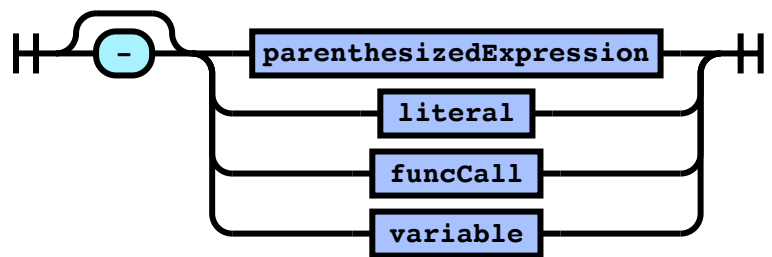
**multiplicativeExpression**



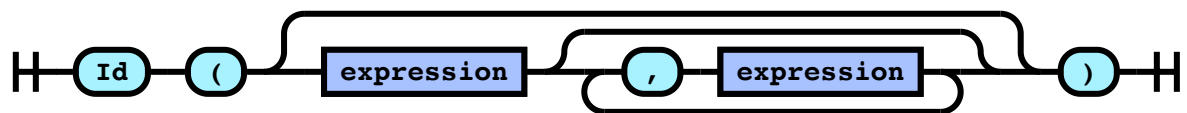
**parenthesizedExpression**



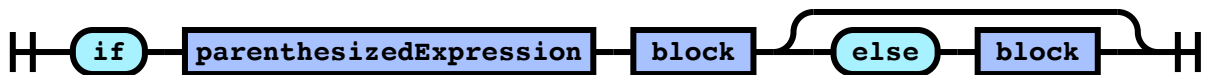
**atomicExpression**



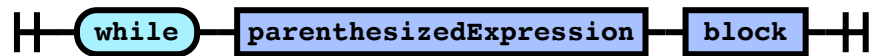
**funcCall**



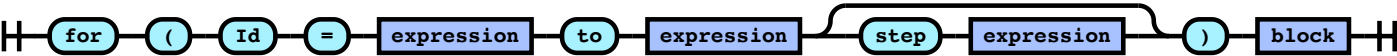
**ifStatement**



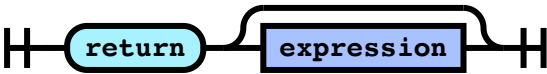
**whileLoop**



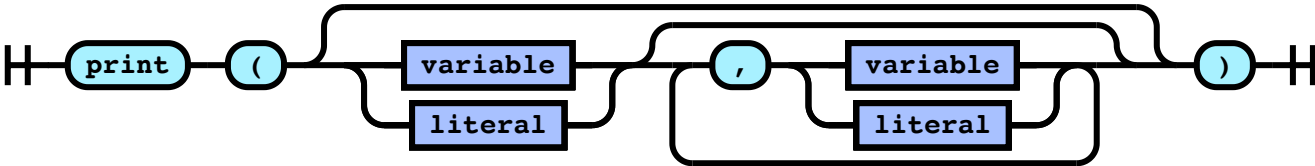
**forLoop**



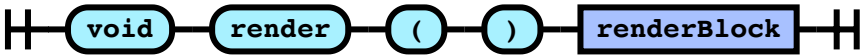
**return**



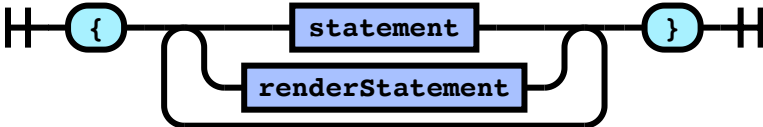
**print**



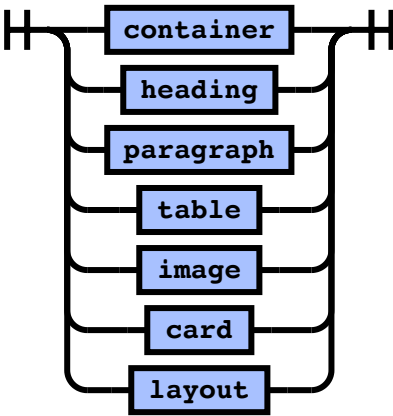
**render**



**renderBlock**



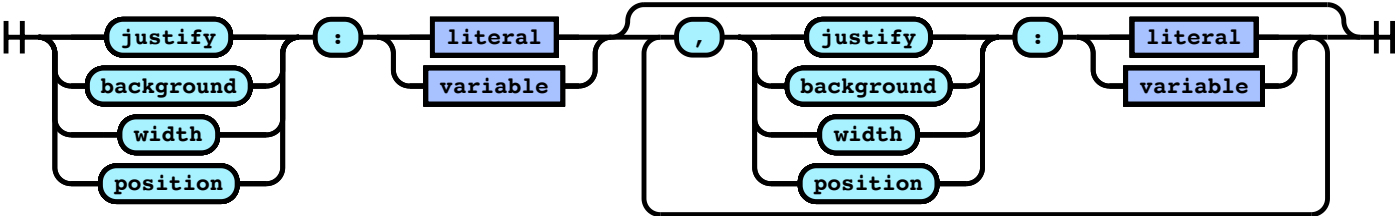
**renderStatement**



**container**



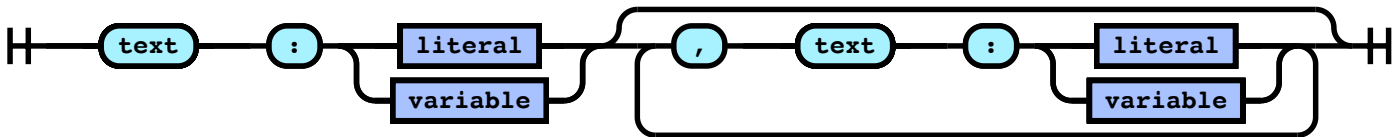
`containerArgs`



`paragraph`



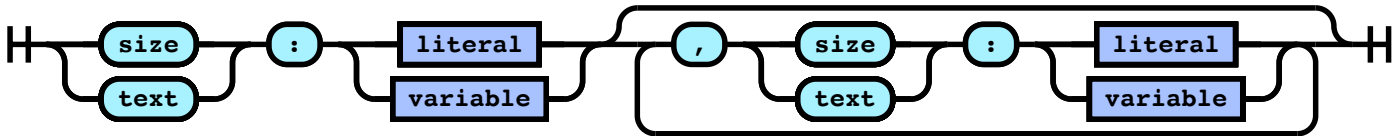
`paragraphArgs`



`heading`



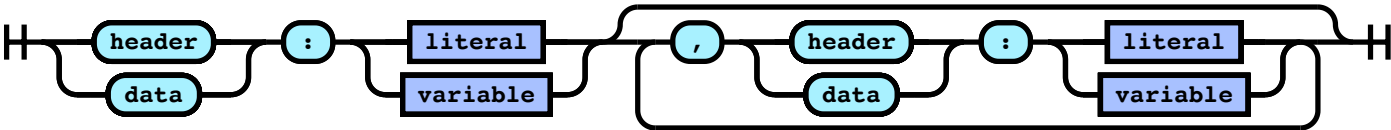
`headingArgs`



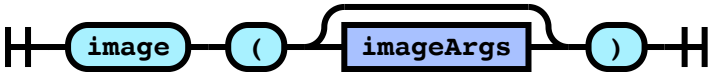
`table`



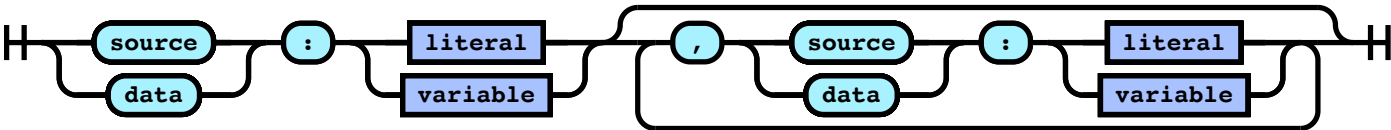
`tableArgs`



image



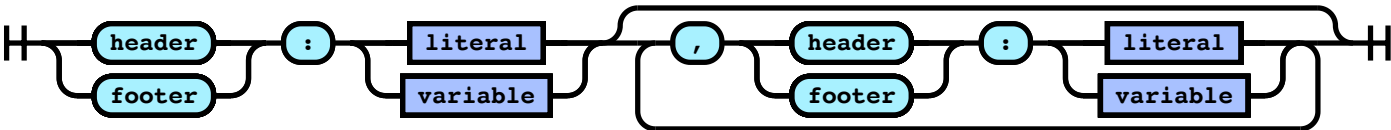
imageArgs



card



cardArgs



layout



layoutArgs

