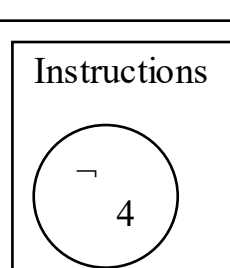
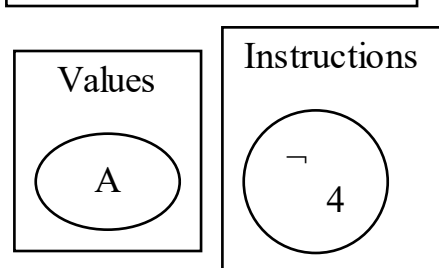


Starting point is: $\neg A \wedge (B / C) / D \wedge \neg E$

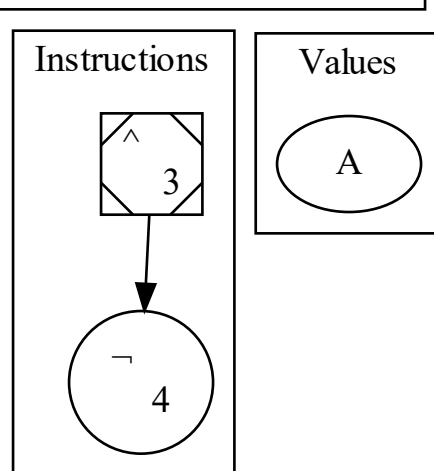
We push the operator \square



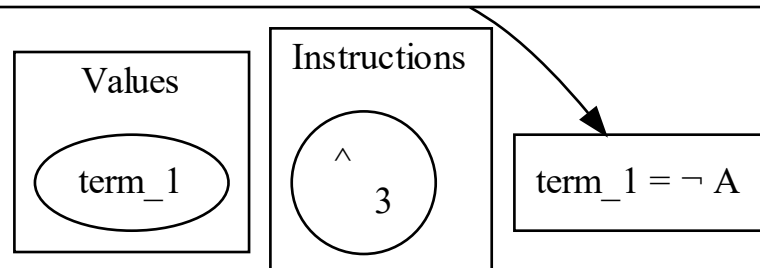
We push variable: **A**



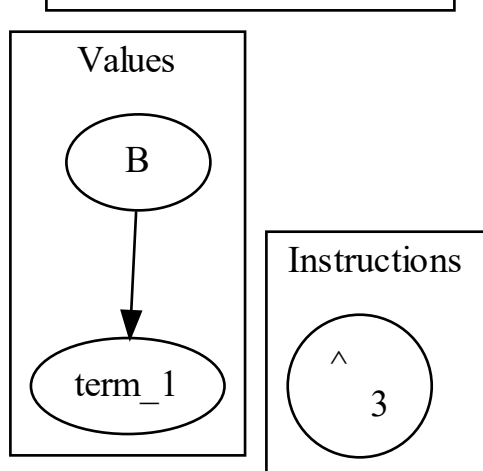
We push the operator: \wedge



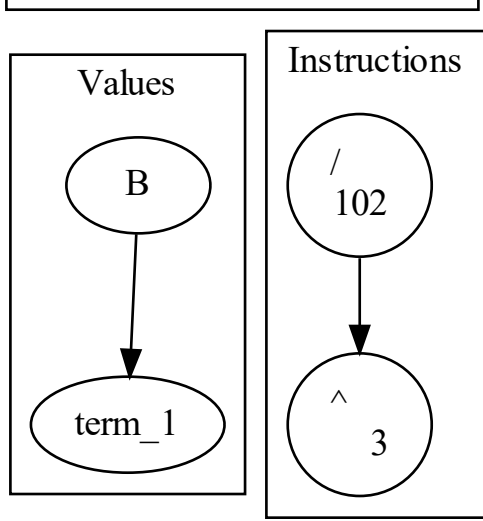
We can't push the last operator, so we pop, and create a term



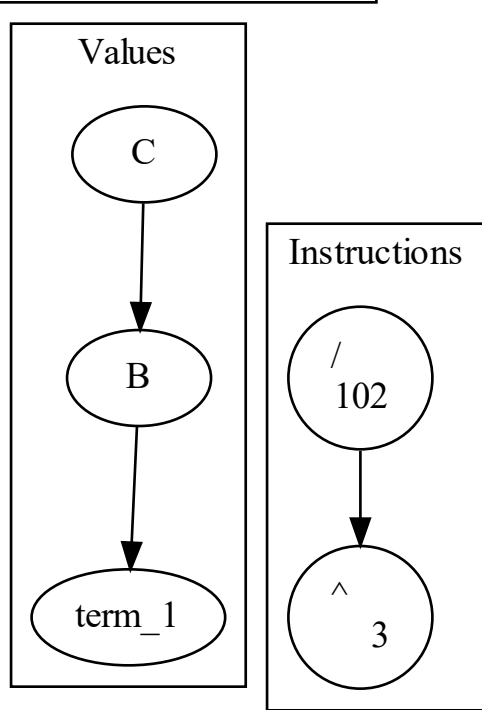
We push variable: **B**



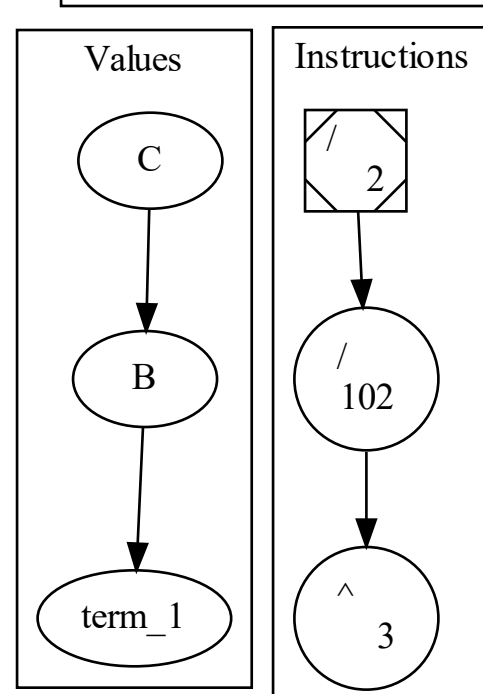
We push the operator: \forall



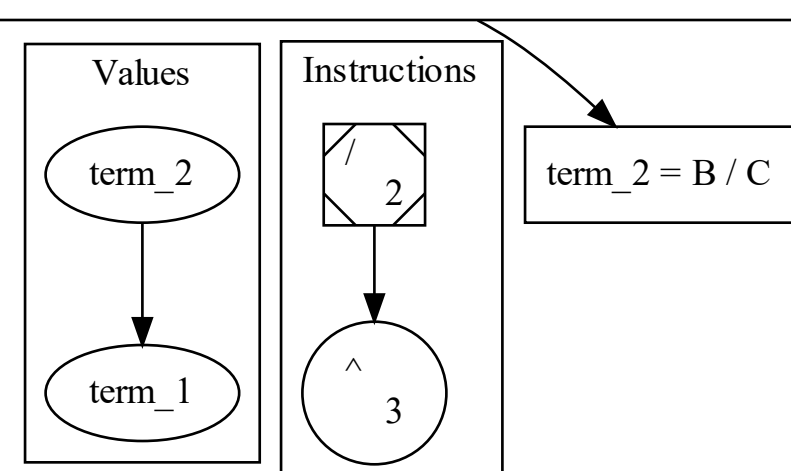
We push variable: **C**



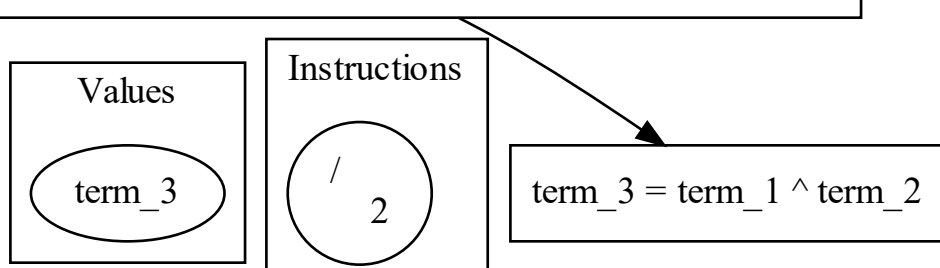
We push the operator: \vee



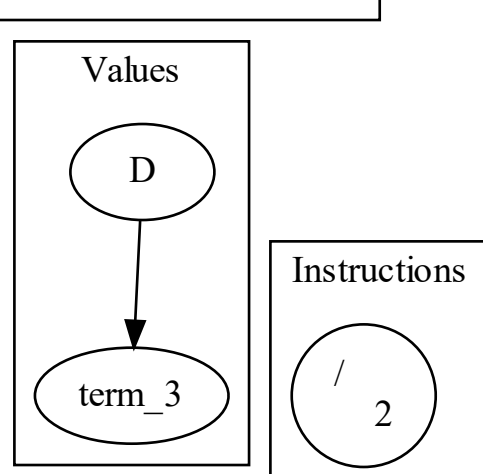
We can't push the last operator, so we pop, and create a term



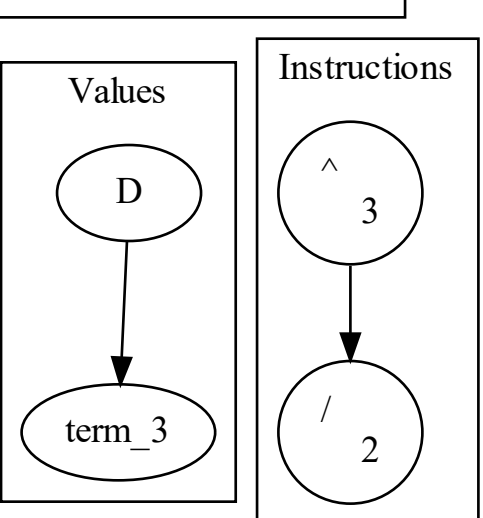
We can't push the last operator, so we pop, and create a term



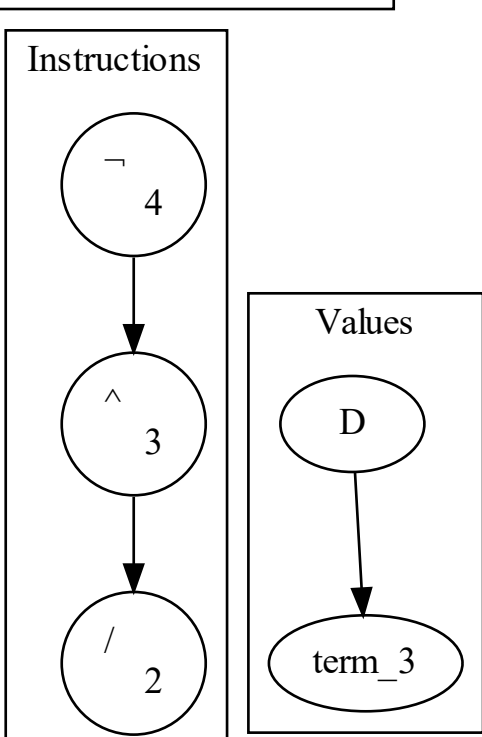
We push variable: **D**



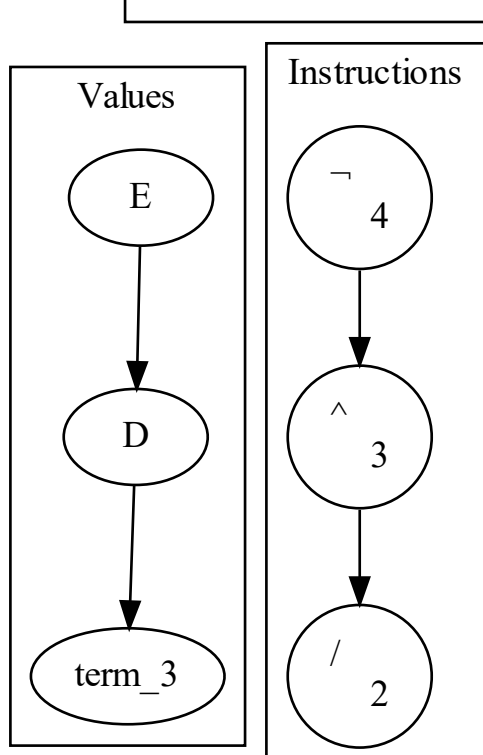
We push the operator: \wedge



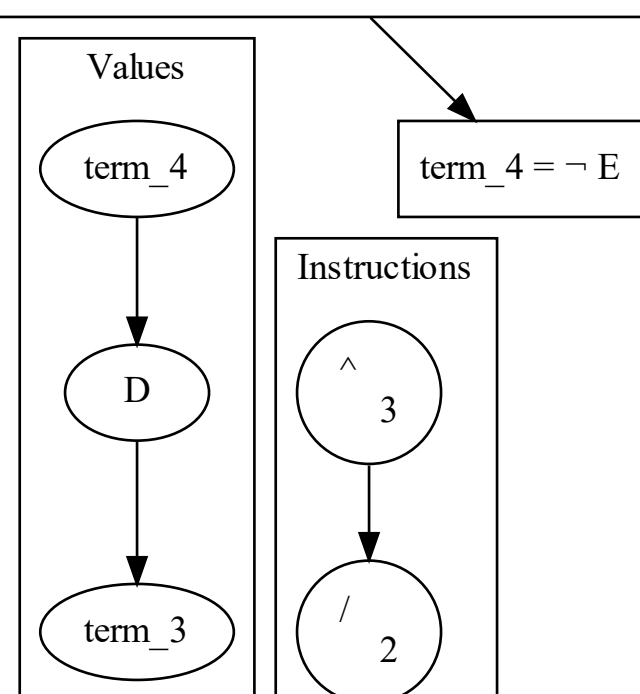
We push the operator:



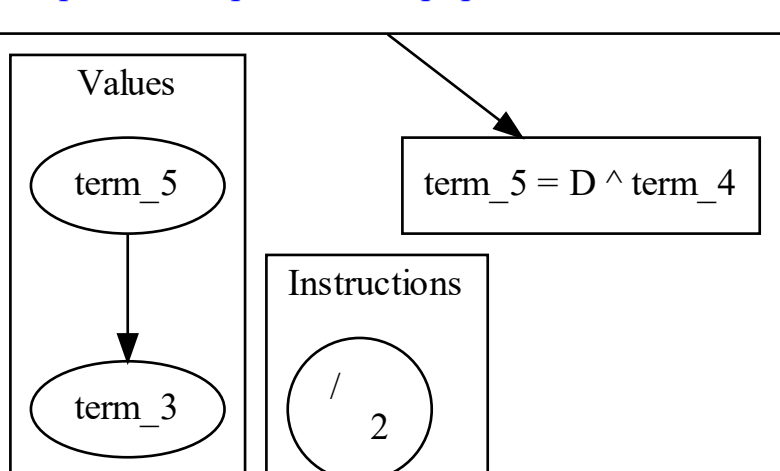
We push variable: **E**



No more operators to push, so we pop, and create a term



No more operators to push, so we pop, and create a term.



No more operators to push, so we pop, and create a term.

