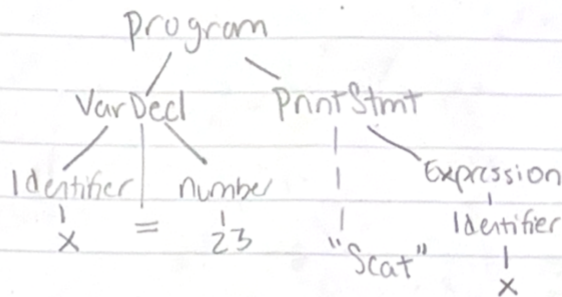


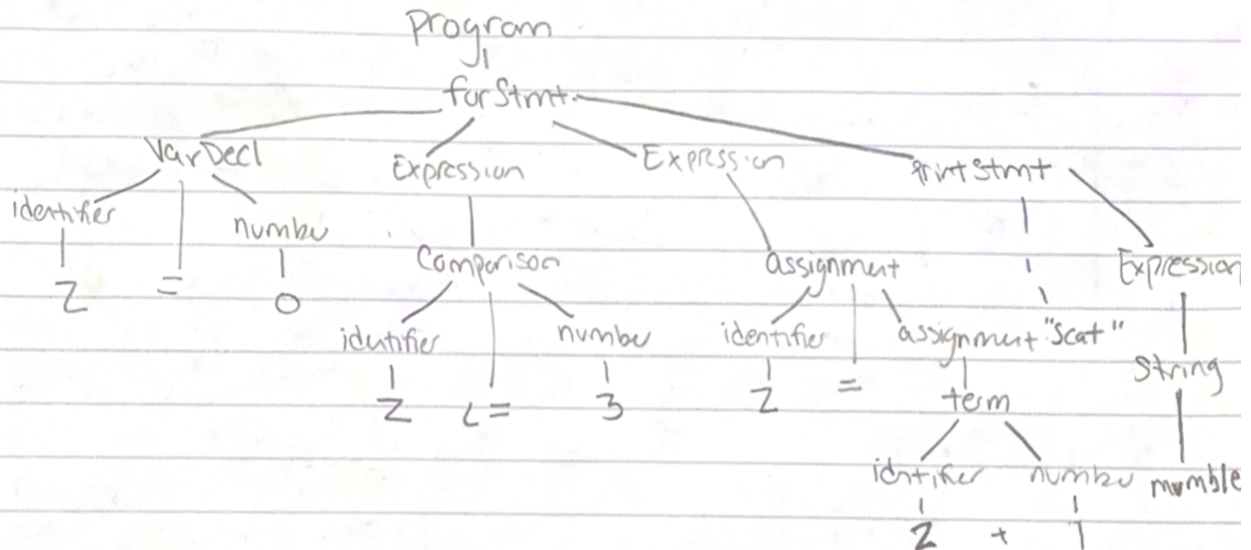
AST Trees for Scat

Samuel and David Matute Jimenez

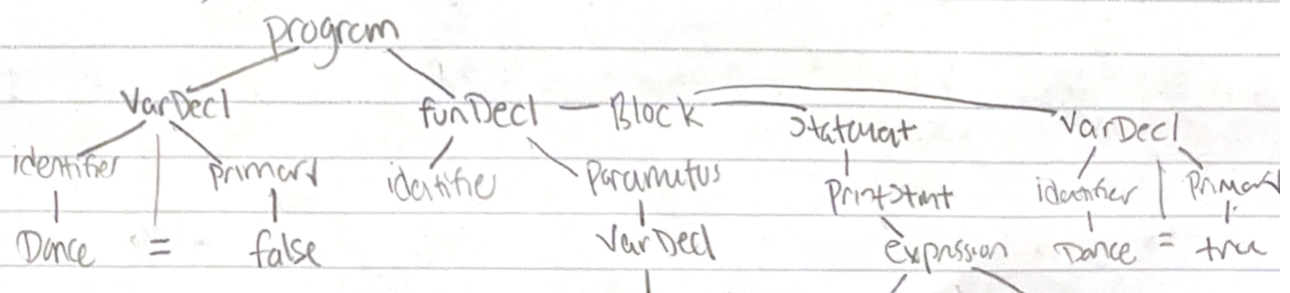
1. Var X = 23;
Scat(x);



2. for (Var z=0; z<=3, z=z+1){
Scat("mumble");



3. Var Dance = false;
fun dance (Var text){
Scat("Dance:" + text);
Dance = true;



✓



identifier

|
text

String

"Dance"

identifier

|
+ text

