

# Table de variables

nombre	tipo	scope	values	length
a	int	g	5	1
b	int	g	4	1
c	int	g	[3, 4]	2

Memory

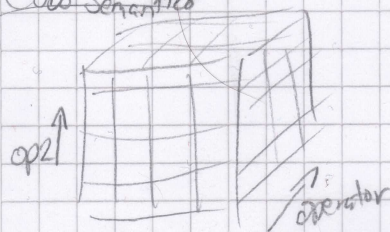
globales

heap

locales

consts

## Cubo Semantico



int, float, char

int, float, char

+, -, \*, /, %, &, |, <, >, >=, <=, ==, !=

void es int & fail

op1

cs["int", "double", "<"] = bool

## Puntos neurálgicos

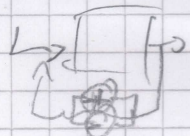
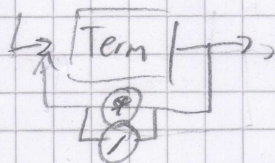
init-program

1. Buscar declaraciones (incluyendo program) y ponerles el punto neurálgico para escribir en la tabla de variables

term

term

fact



b = a = 5



1 \* 2 + 5

add 1 = [1, 2, 5]

if paper == \*? no

add \*

add 2

if paper == \*? yes

if paper == +? no

add +

add 5

if paper == +? yes

\* 1, 2, 6,

+ 5, 5, 6, 2

b = a = 5

add 3 = [5, 5, 5] - 5, 5, 5

add - = [5, 5, 5] - 5, 5, 5

add 2

add -

add 5

for each (