

```

class Program{
    int var, integerId = 4;

    static void _main(){
        var = -23 - 22;
        print("N
Sanity.");
        for(integerId in 0 to 100 steps 10){
            ;
        }
    }

    // Comment.
    bool boolean(){
        real var_2 = 0.14;

        if(var < 8 && 32 - var > var_2){
            var = var | (integerId - 2);
            var = var & 0b10010010;
        }else if(Ayyye :D){
            while(true){
                var = 3;
                break;
            }
            return true;
        }
        return false;
    }

    real _func(int i, int j){
        return i % j * 3.52;
    }
}

```

Lexeme	Token	Attribute
class	..	-
Program		-
{		-
int		-
var (Index = 4)		4
,		-
integerId (Index = 6)		6
=		-
4		4
;		-

static		-
void		-
_main (Index = 12)		12
(-
)		-
{		-
var		4
=		-
-		-
23		23
-		-
22		22
;		-
print		-
(-
“N San” + “lty.”		“NSanlty.”
)		-
;		-
for		-
(-
integerId		6
in		-
0		0
to		-
100		100
steps		-
10		10
)		-
{		-
;		-
}		-
}		-
bool		-
Boolean (Index = 54)		54
(-
)		-
{		-
real		-
var_2 (Index = 59)		59
=		-
0.14		0.14
;		-
if		-
(-
var		4

<		-
8		8
&&		-
32		32
-		-
var		4
>		-
var_2		59
)		-
{		-
var		4
=		-
var		4
		-
(-
integerId		6
-		-
2		2
)		-
;		-
var		4
=		-
var		4
&		-
0b10010010		146
;		-
}		-
else		-
if		-
(-
)		-
{		-
while		-
(-
true		-
)		-
{		-
var		4
=		-
3		3
;		-
break		-
;		-
}		-
return		-
true		-

;		-
}		-
return		-
false		-
;		-
}		-
real		-
_func (Index = idk... 96?)		96
(-
int		-
l (Index = 99)		99
,		-
int		-
j (Index = 102)		102
)		-
{		-
return		-
i		99
%		-
j		102
*		-
3.52		3.52
;		-
}		-
}		-