```
int s, Rwin[Rhorizon];
input/output (list)
                                      int Wwin[Whorizon];
    list ::= list, item
                                      input (s >> Rwin[burstR])
                item
    item
           ::= stream
                                           Rwin
                stream >> window
                stream << window</pre>
                                           lburstlpeek
    stream ::= var
                                                         poke
                                                      burst
                array[expr]
           ::= var
    expr
                                                      Wwin
                value
                                      output (s << Wwin[burstW])/</pre>
```