**Parser.h**

**Expression Node**

struct **exprNode** {

enum exprType **exprType**;

union exprVal{

int **intExpr**;

char \* **stringExpr**;

enum cmpType **cmpExpr**;

} **exprVal**;

};

**Declaration Node**

struct **DeclarationNode** {

char **name**[1023]; // LIMIT

int **type**; // 0 int 1 char 2 char pointer

struct TreeNode \* **arrayDim**;

};

**Assignement Node**

struct **assignmentNode**{

char **name**[1023];

struct TreeNode \* **arrayDim**;

};