

Input:

```
var x, y;  
begin  
    y := 3;  
    x := y + 56;  
end.
```

Output:

Source Program:

```
var x, y;  
begin  
    y := 3;  
    x := y + 56;  
end.
```

Lexeme Table:

| Lexeme | Token Type |
|--------|------------|
| var | 29 |
| x | 2 |
| , | 17 |
| y | 2 |
| ; | 18 |
| begin | 21 |
| y | 2 |
| := | 20 |
| 3 | 3 |
| ; | 18 |
| x | 2 |
| := | 20 |
| y | 2 |
| + | 4 |
| 56 | 3 |
| ; | 18 |
| end | 22 |
| . | 19 |

Lexeme List:

29 2 x 17 2 y 18 21 2 y 20 3 3 18 2 x 20 2 y 4 3 56 18 22 19