

Input:

```
const m = 7, n = 85;
var i,x,y,z,q,r;
procedure mult;
  var a, b;
  begin
    a := x; b := y; z := 0;
    while b > 0 do
      begin
        if odd x then z := z+a;
        a := 2*a;
        b := b/2;
      end
    end;
  end;

begin
  x := m;
  y := n;
  call mult;
end.
```

Output:

Source Program:

```
const m = 7, n = 85;
var i,x,y,z,q,r;
procedure mult;
  var a, b;
  begin
    a := x; b := y; z := 0;
    while b > 0 do
      begin
        if odd x then z := z+a;
        a := 2*a;
        b := b/2;
      end
    end;
  end;

begin
  x := m;
  y := n;
  call mult;
end.
```

Lexeme Table:

Lexeme	Token Type
const	28
m	2
=	9

7	3	
,	17	
n	2	
=	9	
85	3	
;	18	
var	29	
i	2	
,	17	
x	2	
,	17	
y	2	
,	17	
z	2	
,	17	
q	2	
,	17	
r	2	
;	18	
procedure		30
mult	2	
;	18	
var	29	
a	2	
,	17	
b	2	
;	18	
begin	21	
a	2	
:=	20	
x	2	
;	18	
b	2	
:=	20	
y	2	
;	18	
z	2	
:=	20	
0	3	
;	18	
while	25	
b	2	
>	13	
0	3	
do	26	
begin	21	
if	23	
odd	2	
x	2	
then	24	
z	2	

:=	20
z	2
+	4
a	2
;	18
a	2
:=	20
2	3
*	6
a	2
;	18
b	2
:=	20
b	2
/	17
2	3
;	18
end	22
end	22
;	18
begin	21
x	2
:=	20
m	2
;	18
y	2
:=	20
n	2
;	18
call	27
mult	2
;	18
end	22
.	19

Lexeme List:

28 2 m 9 3 7 17 2 n 9 3 85 18 29 2 i 17 2 x 17 2 y 17 2 z 17 2 q 17 2 r 18 30 2 mult  
 18 29 2 a 17 2 b 18 21 2 a 20 2 x 1  
 8 2 b 20 2 y 18 2 z 20 3 0 18 25 2 b 13 3 0 26 21 23 2 odd 2 x 24 2 z 20 2 z 4 2 a 18  
 2 a 20 3 2 6 2 a 18 2 b 20 2 b 17  
 3 2 18 22 22 18 21 2 x 20 2 m 18 2 y 20 2 n 18 27 2 mult 18 22 19