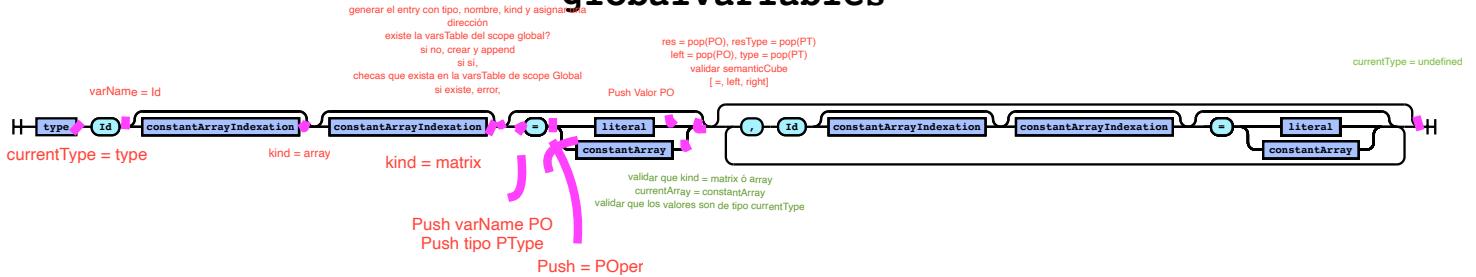
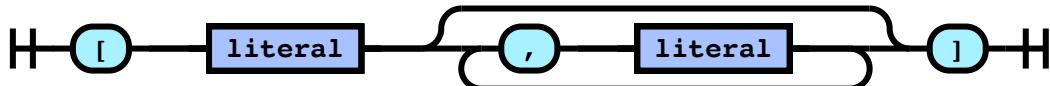
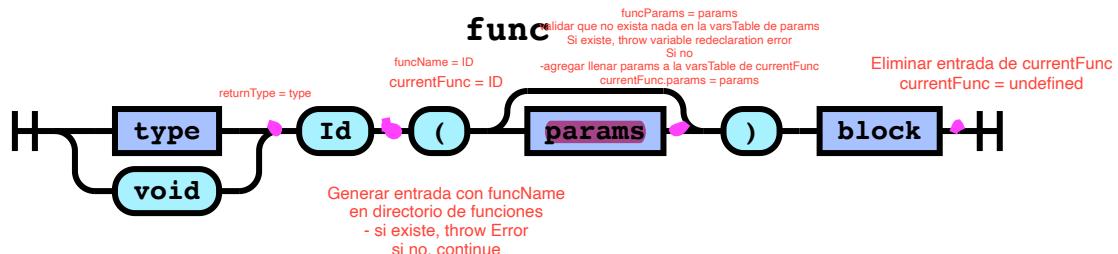
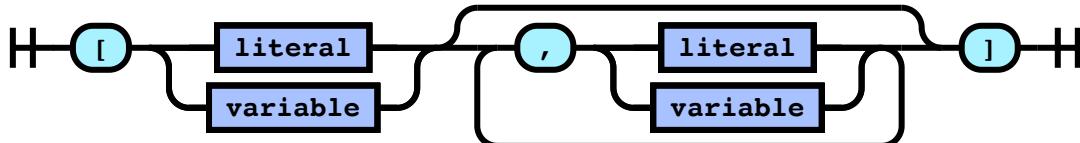
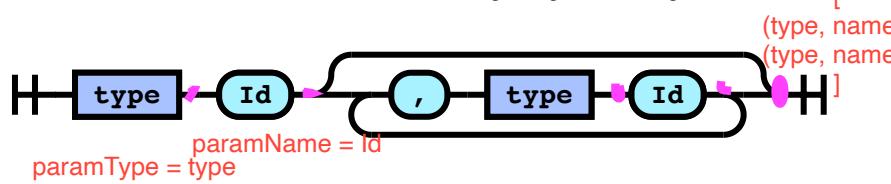
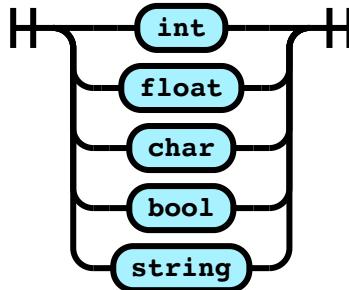
**constantArrayIndexation****globalVariables****constantArray****array****block****params**

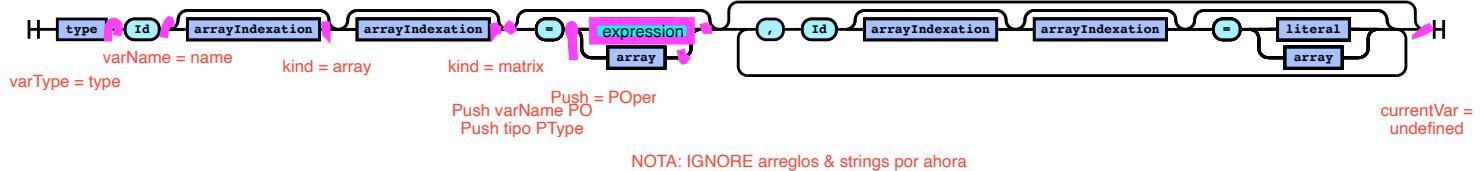
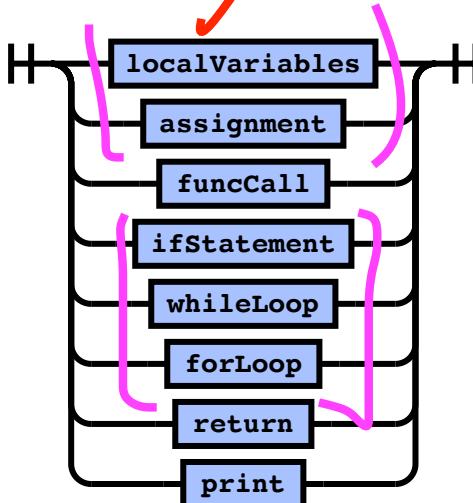
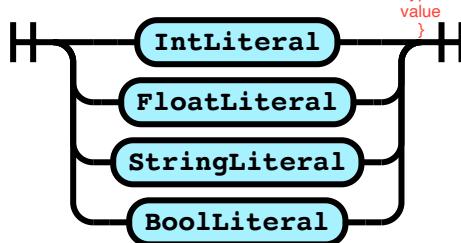
**type**

int a[variable1][variable2] =
[1,2,3,4]
variable1 + variable2

Existe varTable?
si no crear
si si, checa que no exista la
variable
Guardar Tipo, Id , Kind en la
varTable de currentFunc

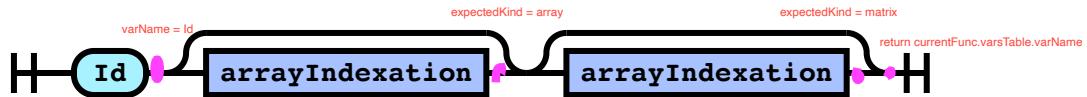
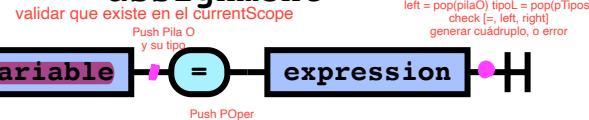
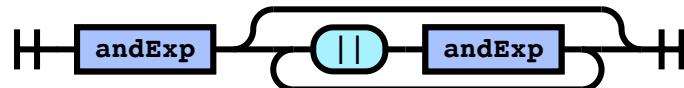
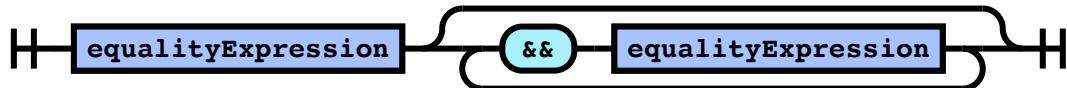
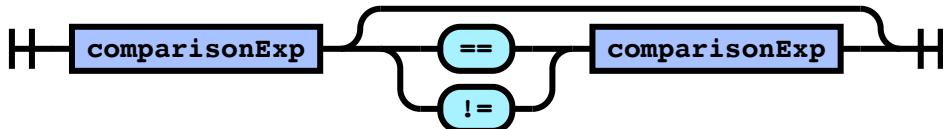
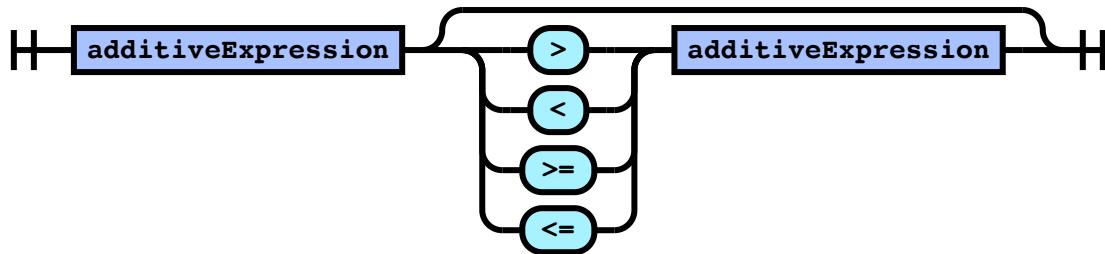
localVariables

left = pop(PO) , leftType = pop(PType)
right = pop(PO), rightType = pop(RType)
check semanticCube [=, left, right]
gen cuadrule

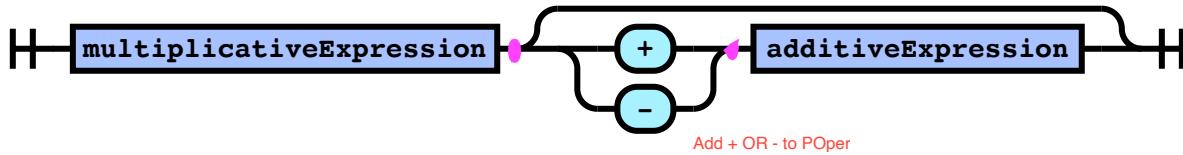
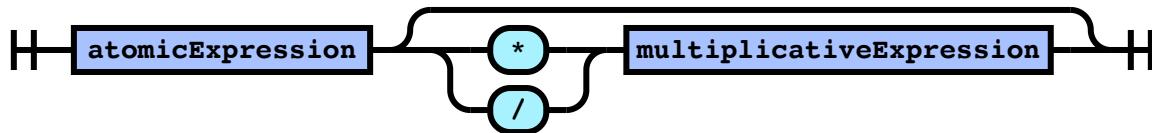
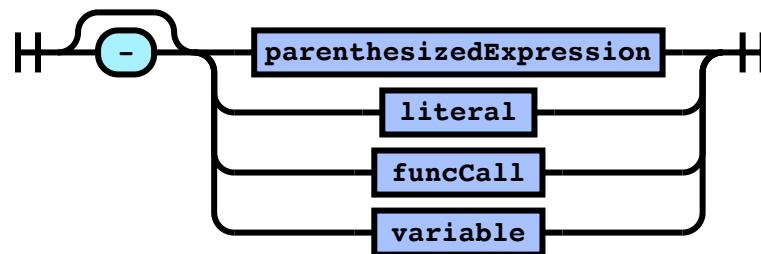
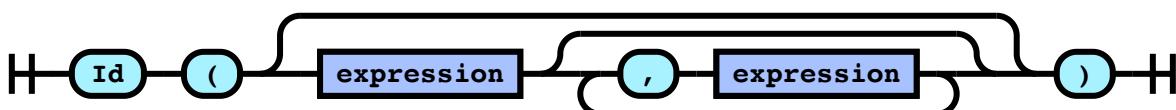
**statement****literal**

arrayIndexation

validate that PTipos === int

**variable****assignment****expression****andExp****equalityExpression****comparisonExp****additiveExpression**

Check Paper Top == + OR -

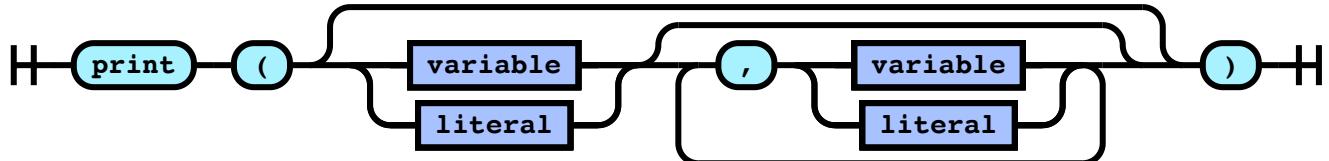
**multiplicativeExpression****parenthesizedExpression****atomicExpression****funcCall****ifStatement****whileLoop****forLoop**



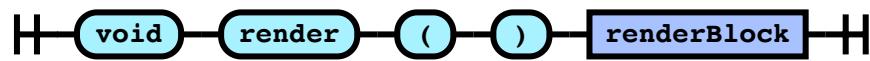
return



print



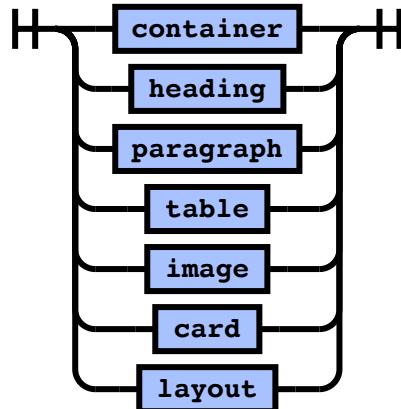
render



renderBlock



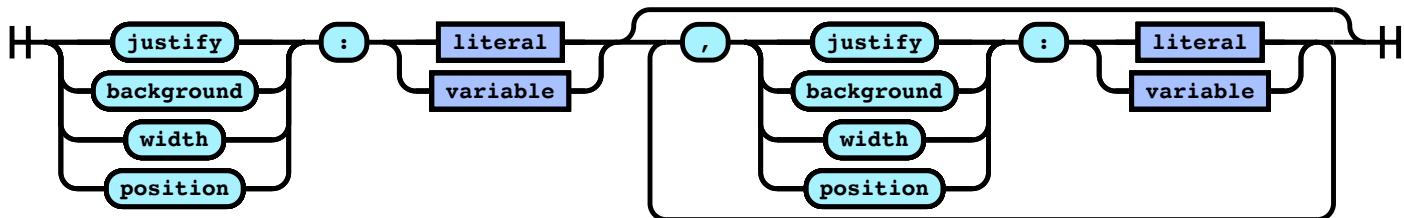
renderStatement



container



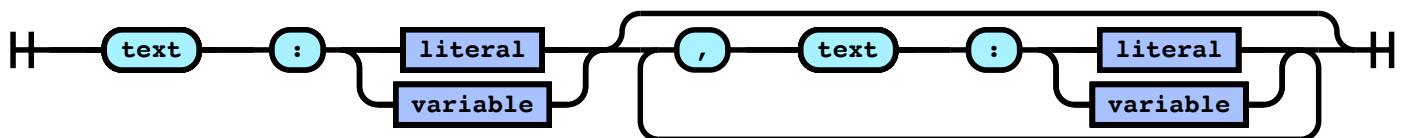
containerArgs



paragraph



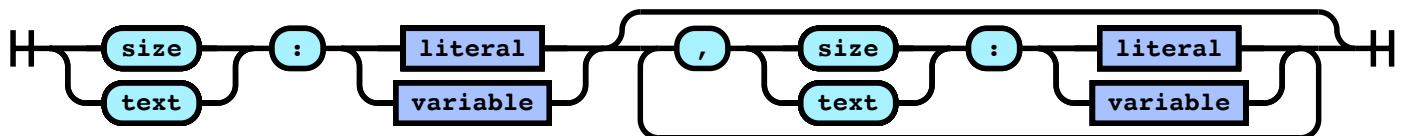
paragraphArgs



heading



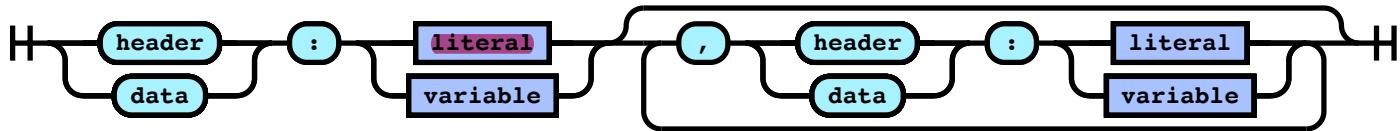
headingArgs



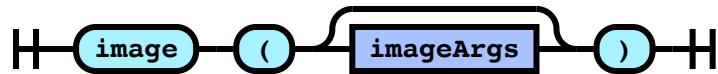
table



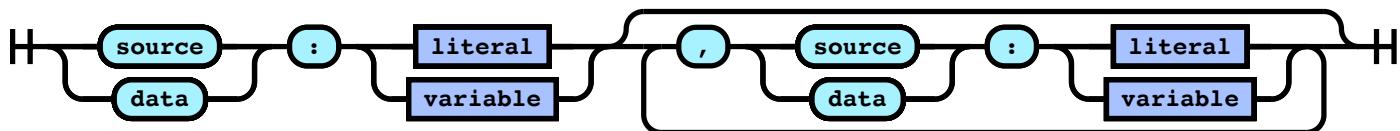
tableArgs



`image`



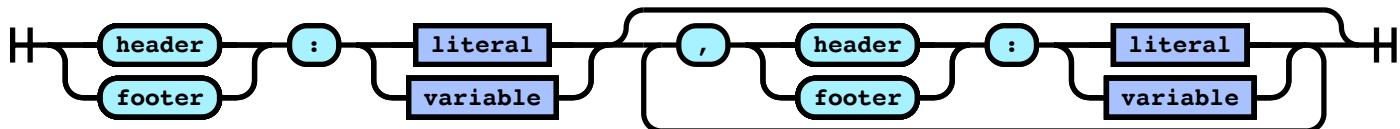
`imageArgs`



`card`



`cardArgs`



`layout`



`layoutArgs`

