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extern int loadArrayElement(t_program_infos *program, char *ID, t_axe_expression index);
extern void storeArrayElement(t_program_infos *program, char *ID, t_axe_expression index,
                                t_axe_expression data);

extern t_axe_label *newLabel(t_program_infos *program);
extern t_axe_label *assignLabel(t_program_infos *program, t_axe_label *label);
extern t_axe_label *assignNewLabel(t_program_infos *program);

extern void createVariable(t_program_infos *program, char *ID, int type, int isArray,
                             int arraySize, int init_val);

extern t_axe_variable *getVariable(t_program_infos *program, char *ID);
extern int get_symbol_location(t_program_infos *program, char *ID, int genLoad=0);

extern int getNewRegister(t_program_infos *program);
extern int gen_load_immediate(t_program_infos *program, int immediate);
extern void gen_move_immediate(t_program_infos *program, int dest, int imm);

extern t_axe_expression create_expression(int value, int type);

/* Valid values for `binop': ADD, SUB, MUL, DIV, SHL, SHR, ANDB, ANDL, ORB, ORL, EORB, EORL */
extern t_axe_expression handle_bin_numeric_op(t_program_infos *program,
                                                t_axe_expression exp1, t_axe_expression exp2, int binop);

/* Valid values for `condition': _LT_, _GT_, _EQ_, _NOTEQ_, _LTEQ_, _GTEQ_ */
extern t_axe_expression handle_binary_comparison(t_program_infos *program,
                                                    t_axe_expression exp1, t_axe_expression exp2, int condition);

```