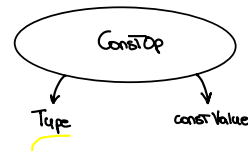
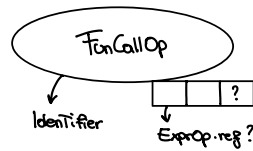
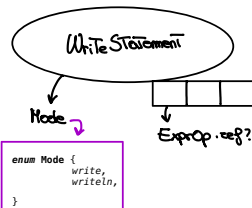


```

enum TypeStmt {
  assignStmt,
  forStmt,
  ifStmt,
  readStmt,
  whileStmt,
  writeStmt,
  funCallStmt,
  returnStmt,
}
  
```



```

enum Type {
  integer,
  bool,
  real,
  string,
  character,
  trueConst,
  falseConst,
}
  
```

