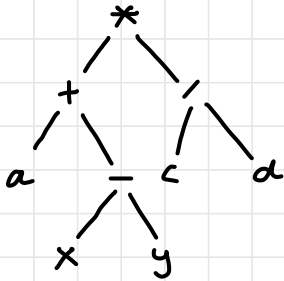
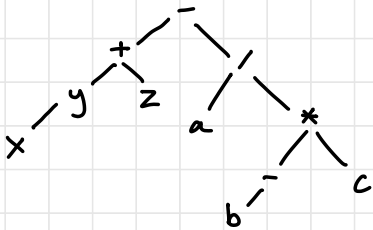


pre: $* + a - x y / c d$



post: $x y z + a b - c * / -$



inorder: $x / y + 3 * b / c$

