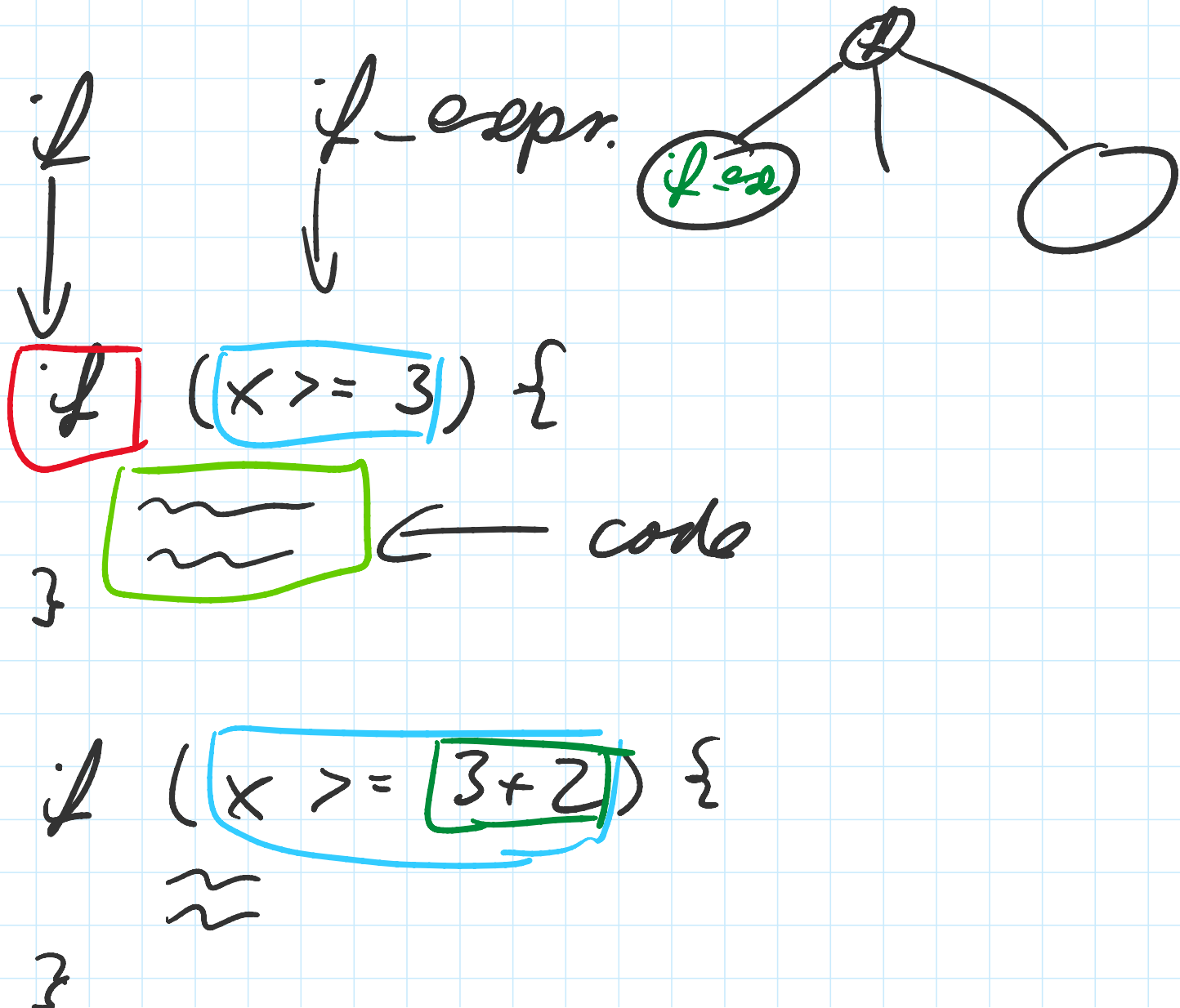


# Compiler

Donnerstag, 6. Februar 2020 21:56

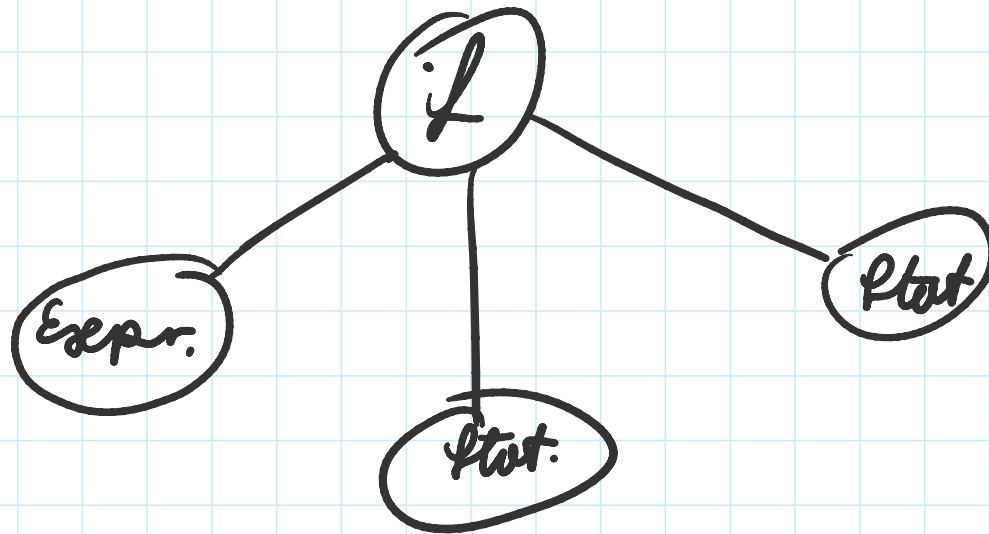
Token:



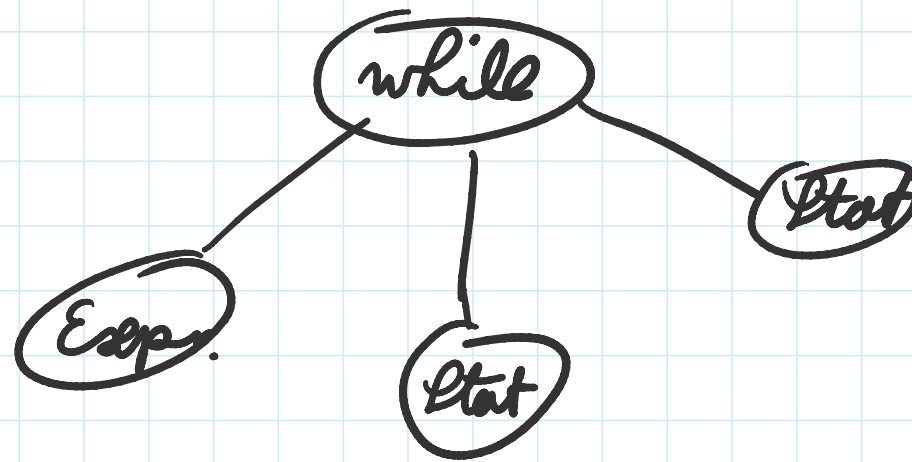
}

```
int x = 4;  
x = x + 2;
```

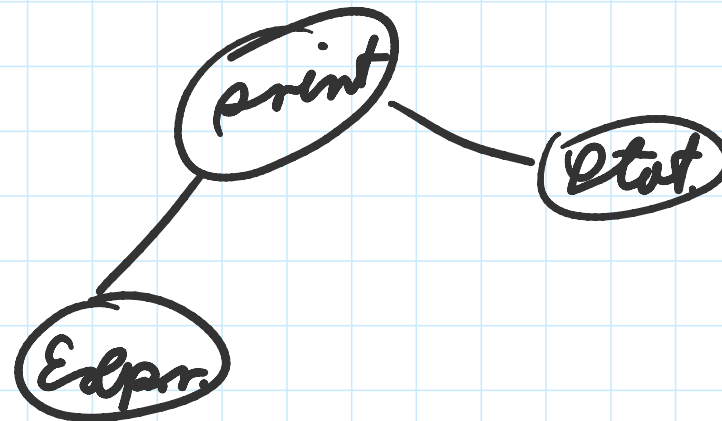
if :



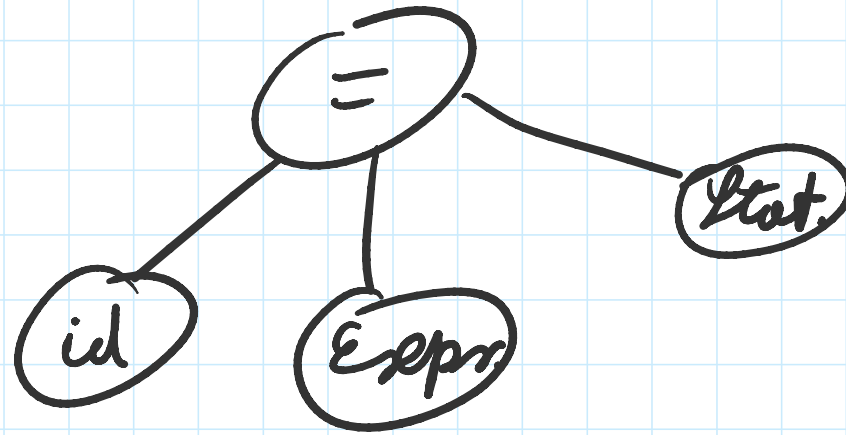
while :



print :



assign :



input :