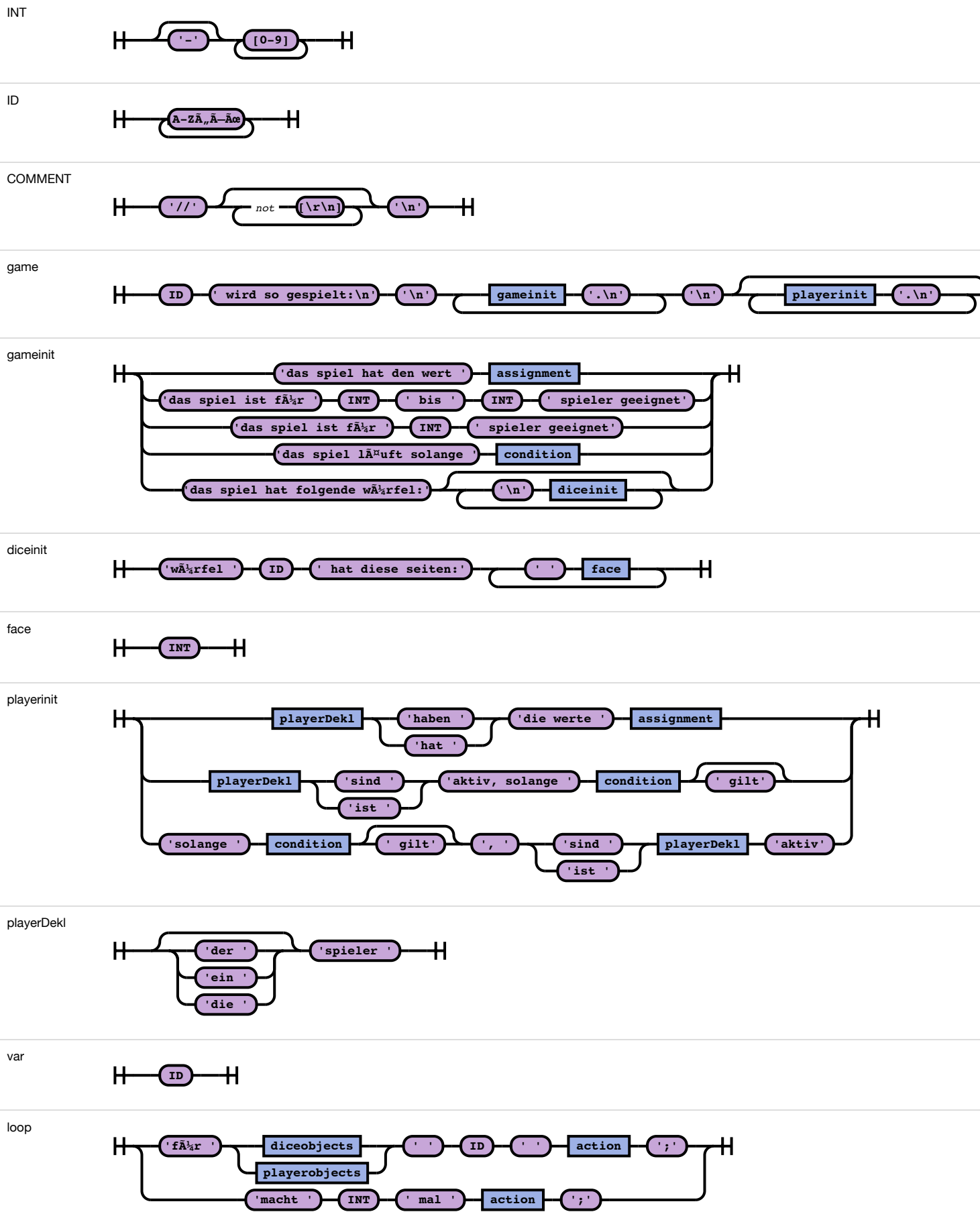
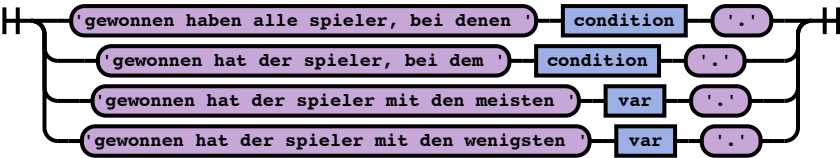


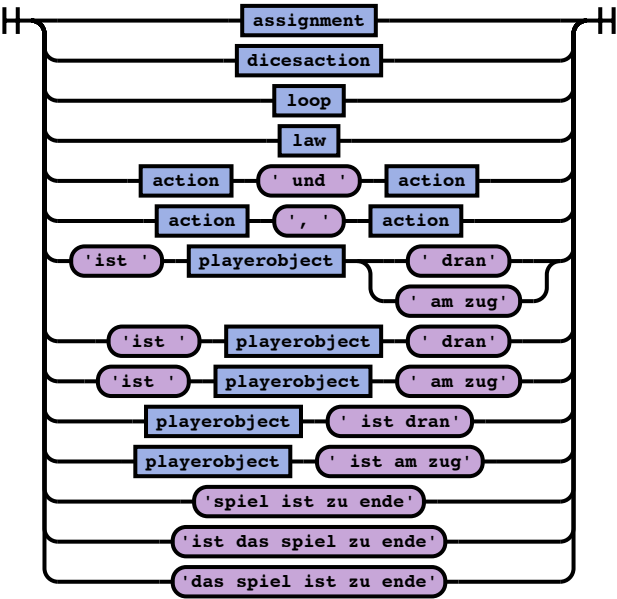
DiceGame.g4



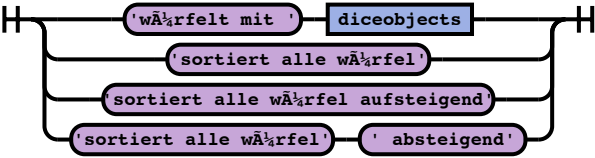
gameend



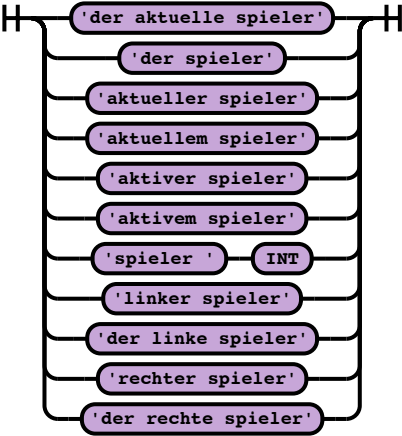
action



dicesaction



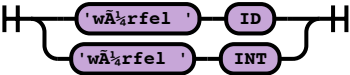
playerobject



playerobjects



diceobject



H ['allen wA_{1/2}rfeln', 'alle wA_{1/2}rfel', 'aller wA_{1/2}rfel'] diceobject , ' , ' diceobject H

The diagram illustrates the grammar rules for the language L. The rules are arranged in a tree-like structure. The root is 'H', which branches into 'expr' and 'H'. 'expr' branches into 'gleich', 'größer als', 'größer', 'mehr als', 'kleiner als', 'kleiner', 'kleinergleich', 'größergleich', 'und', 'oder', 'nicht', 'wahr', and 'falsch'. 'H' branches into 'expr' and 'H'. 'condition' branches into 'und', 'oder', 'nicht', 'wahr', and 'falsch'.

The diagram shows a parse tree for the sentence "The dice player von the variable variable". The root node is "ID", which branches into "diceobject", "playerobject", and "variable". The "variable" node branches into "ID", "von", and "variable". The "ID" node branches into "variable", "'", and "ID".

The diagram illustrates the structure of a conditional statement. It starts with a vertical bar on the left, from which a horizontal line extends to the right. This line splits into two paths. The top path consists of a purple oval labeled 'wenn', followed by a blue rectangle labeled 'condition', then a purple oval labeled ', dann', and finally a blue rectangle labeled 'action'. The bottom path consists of a purple oval labeled 'wenn', followed by a blue rectangle labeled 'condition', then a purple oval labeled ', dann', then a blue rectangle labeled 'action', followed by a purple oval labeled ', sonst', and finally a blue rectangle labeled 'action'. Both paths converge back to a single horizontal line that ends at a vertical bar on the right.