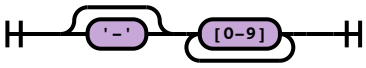
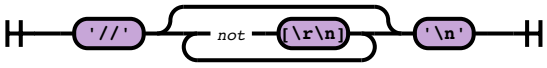
DiceGame.g4

INT



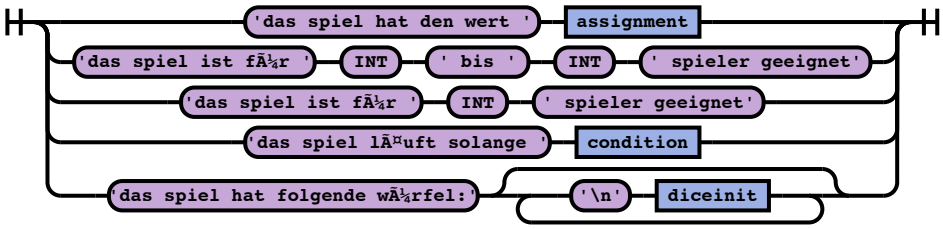
ID

COMMENT

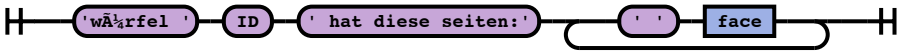


game

gameinit

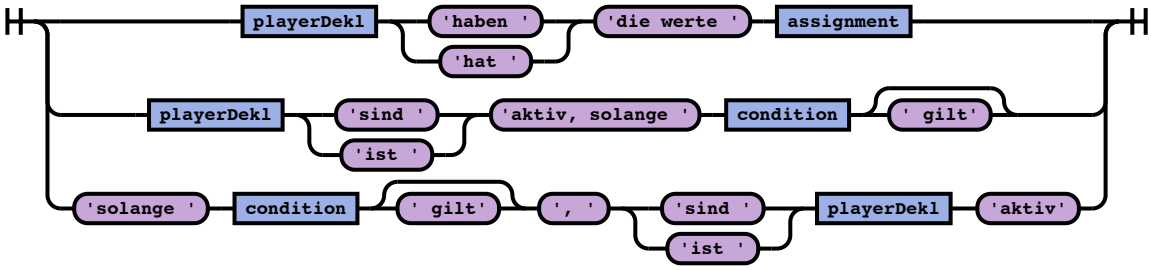


diceinit

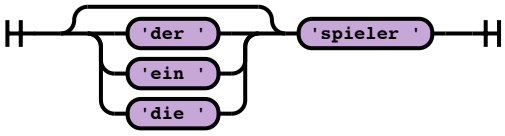


face

playerinit

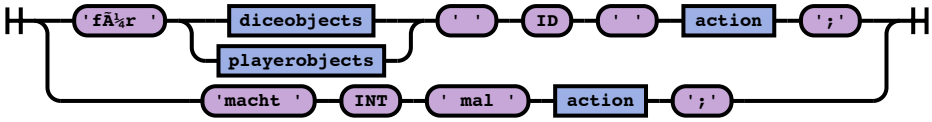


playerDekl

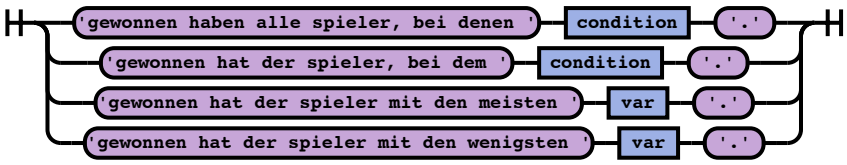


var

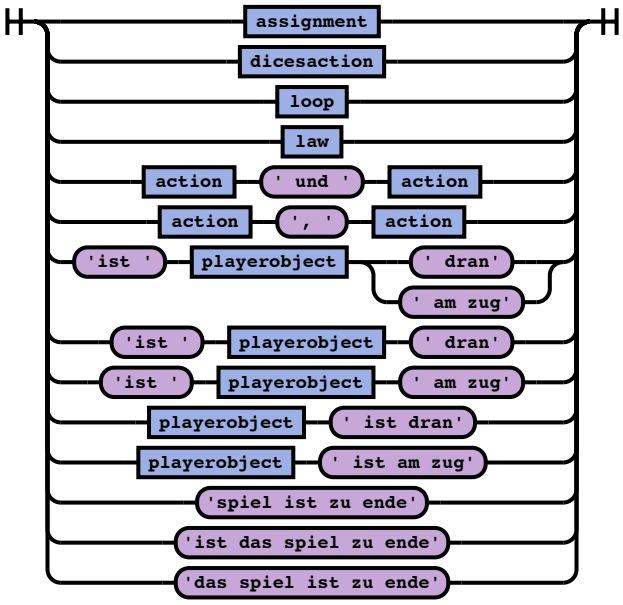
loop



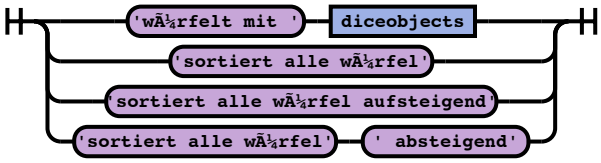
gameend



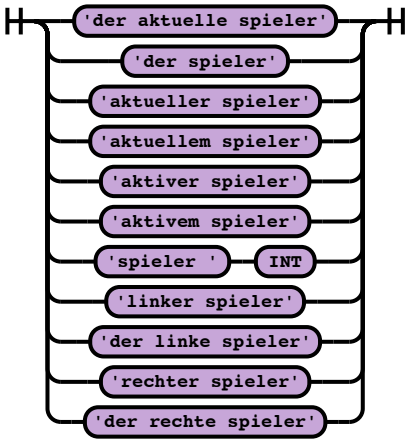
action



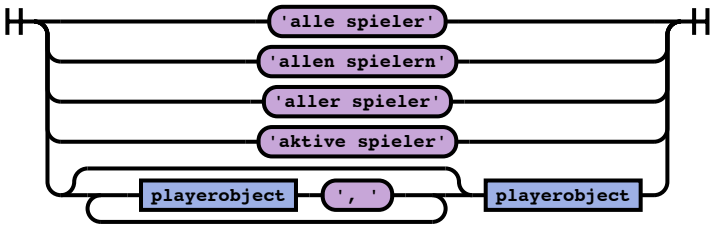
dicesaction



playerobject



playerobjects



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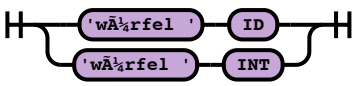

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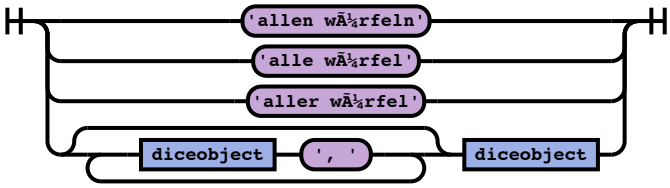

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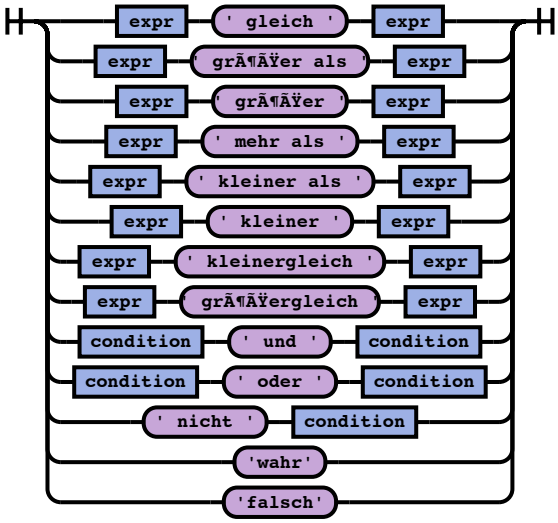

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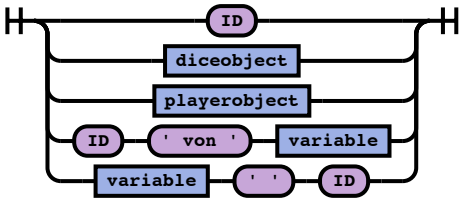

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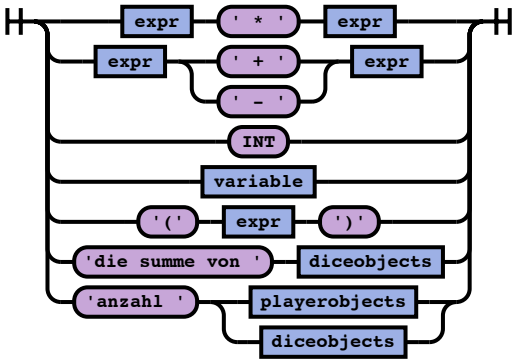
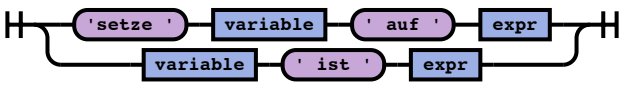


assignment



law