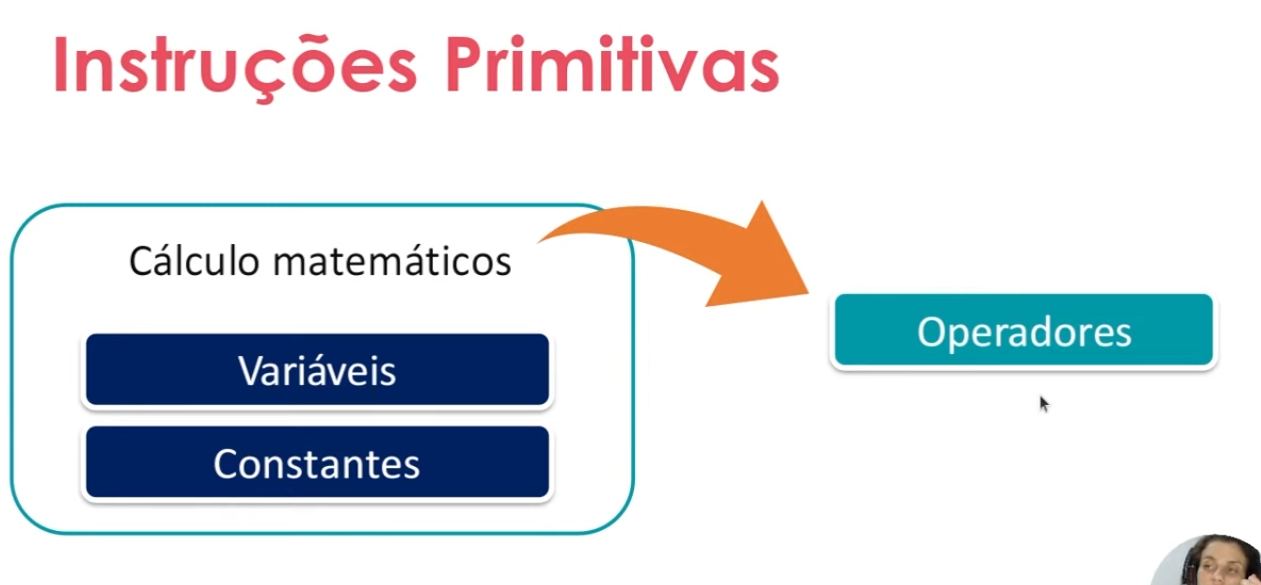
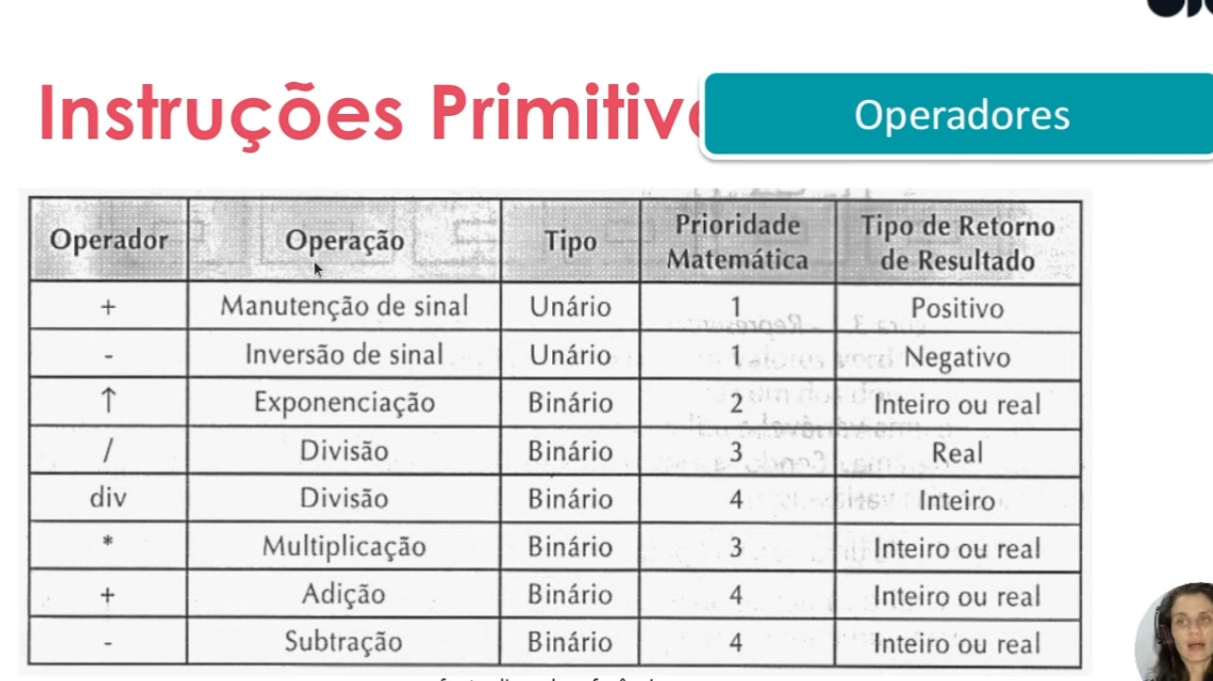
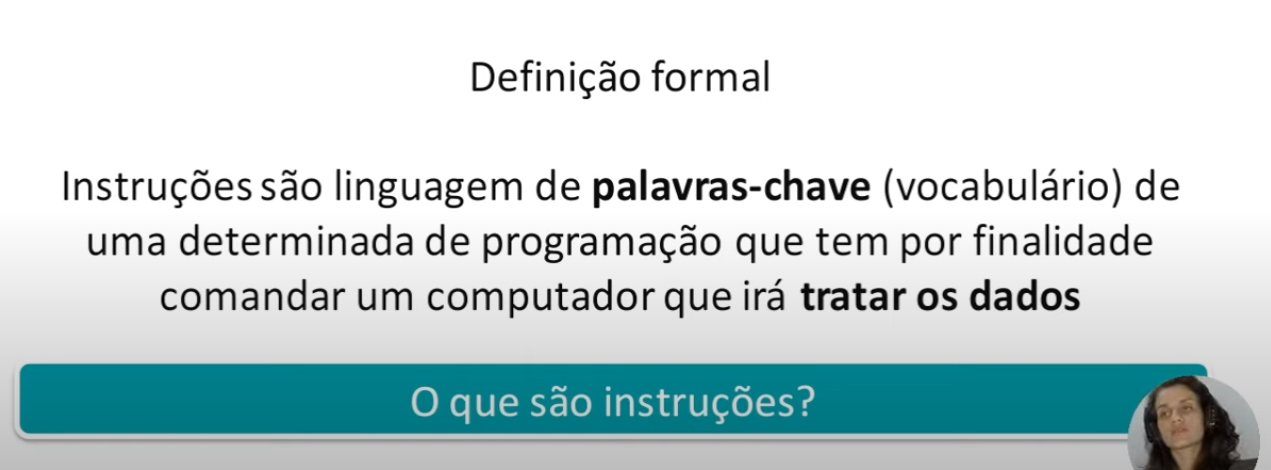
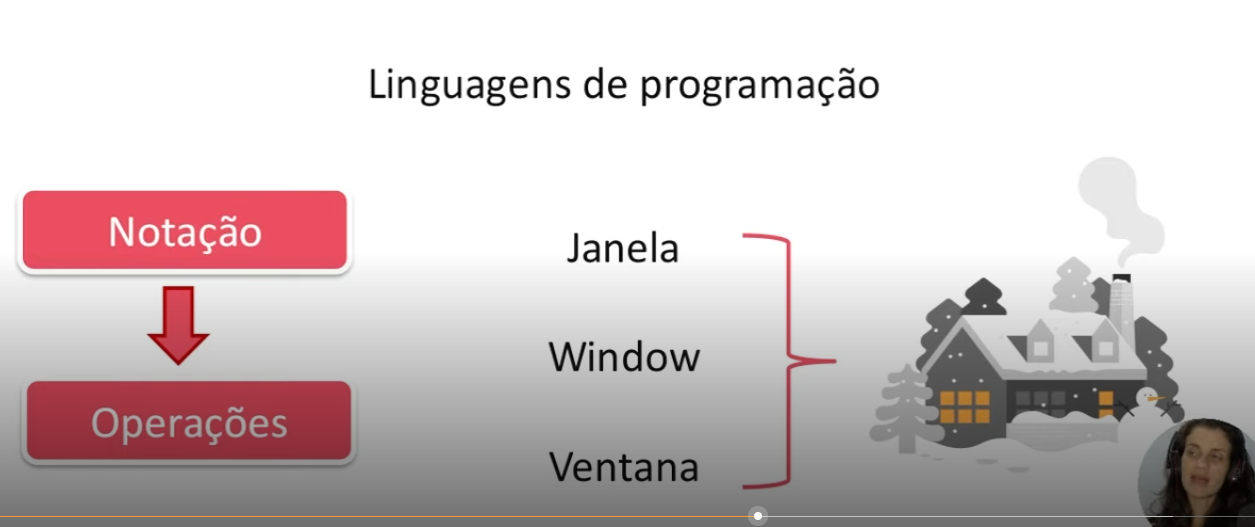
Instruções primitivas

Operadores podem ser binários e unários.







Cada linguagem de programação possui uma sintaxe particular.

