#### **BACKSLASH**

```
'\\'
```

## **QUOTE**



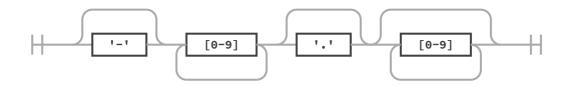
# **ESCAPED\_QUOTE**



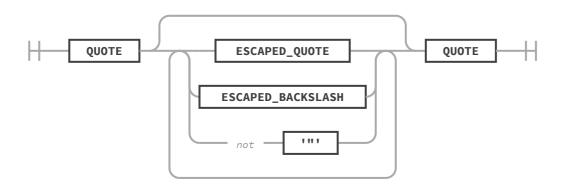
## **ESCAPED\_BACKSLASH**



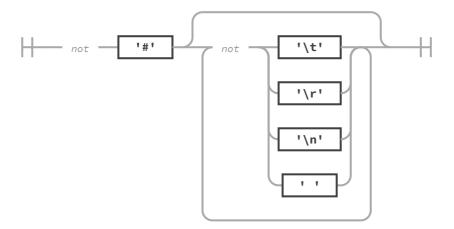
# **NUMBER**



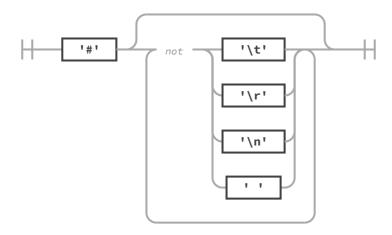
## **STRING**



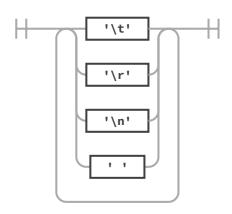
#### **OPCODE**



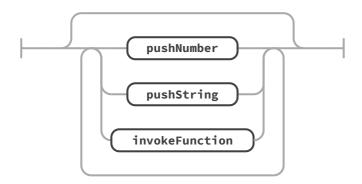
## **LABEL**



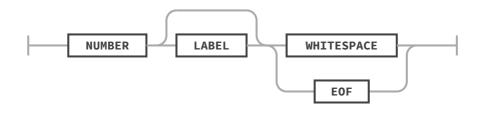
# WHITESPACE



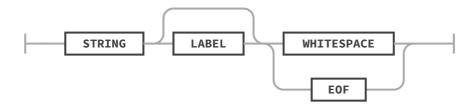
instructions



## pushNumber



# pushString



# invokeFunction

