# SYMBOL TABLE for keywords.lusd

Total Tokenized Lexemes: 50
Elapsed Time:            0.0

| LINE | LEXEME | TOKEN |
|------|--------|-------|
| 1 | all | KEYWORD_ALL |
| 2 | and | KEYWORD_AND |
| 3 | ask | KEYWORD_ASK |
| 4 | bool | KEYWORD_BOOL |
| 5 | break | KEYWORD_BREAK |
| 6 | catch | IDENTIFIER |
| 7 | char | KEYWORD_CHAR |
| 8 | check | IDENTIFIER |
| 9 | class | KEYWORD_CLASS |
| 10 | const | KEYWORD_CONST |
| 11 | continue | KEYWORD_CONTINUE |
| 12 | display | KEYWORD_DISPLAY |
| 13 | do | KEYWORD_DO |
| 14 | double | KEYWORD_DOUBLE |
| 15 | elif | KEYWORD_ELIF |
| 16 | else | KEYWORD_ELSE |
| 17 | false | KEYWORD_FALSE |
| 18 | finally | IDENTIFIER |
| 19 | float | KEYWORD_FLOAT |
| 20 | for | KEYWORD_FOR |
| 21 | foreach | KEYWORD_FOREACH |
| 22 | from | KEYWORD_FROM |
| 23 | func | KEYWORD_FUNC |
| 24 | if | KEYWORD_IF |
| 25 | import | KEYWORD_IMPORT |
| 26 | info | KEYWORD_INFO |
| 27 | init | KEYWORD_INIT |

| LINE | LEXEME | TOKEN |
| --- | --- | --- |
| 28 | inheritall | KEYWORD_INHERITALL |
| 29 | in | KEYWORD_IN |
| 30 | int | KEYWORD_INT |
| 31 | list | KEYWORD_LIST |
| 32 | main | KEYWORD_MAIN |
| 33 | not | KEYWORD_NOT |
| 34 | null | KEYWORD_NULL |
| 35 | or | KEYWORD_OR |
| 36 | obj | KEYWORD_OBJ |
| 37 | private | KEYWORD_PRIVATE |
| 38 | protected | KEYWORD_PROTECTED |
| 39 | public | KEYWORD_PUBLIC |
| 40 | quit | KEYWORD_QUIT |
| 41 | raise | IDENTIFIER |
| 42 | repeat | KEYWORD_REPEAT |
| 43 | return | KEYWORD_RETURN |
| 44 | str | KEYWORD_STR |
| 45 | then | KEYWORD_THEN |
| 46 | this | KEYWORD_THIS |
| 47 | true | KEYWORD_TRUE |
| 48 | try | IDENTIFIER |
| 49 | until | KEYWORD_UNTIL |
| 50 | while | KEYWORD_WHILE |