Semantic Cube

X	Υ	Z	R
int	+	int	int
		float	float
	-	int	int
		float	float
	=	int	int
		float	int
	*	int	int
		float	float
	/	int	float
		float	float
	<	int	bool
		float	bool
	>	int	bool
		float	bool
	<=	int	bool
		float	bool
	>=	int	bool
		float	bool
	==	int	bool
		float	bool
	!=	int	bool
		float	bool
		_	_
X	Υ	Z	R
X float	Y +	int	float
	+	int float	float float
		int float int	float float float
	-	int float int float	float float float float
	+	int float int float int	float float float float float
	+ - =	int float int float int float	float float float float float float
	-	int float int float int float int float int	float float float float float float float
	+ - = *	int float int float int float int float int float	float
	+ - =	int float int float int float int float int float int	float
	+ - = * /	int float int float int float int float int float int float	float
	+ - = *	int float int	float bool
	+ - = * / < <	int float	float bool
	+ - = * /	int float int	float bool bool
	+ - = * / <	int float	float bool bool bool
	+ - = * / < <	int float int	float bool bool bool bool
	+ - = * / < > <	int float	float bool bool bool bool bool bool
	+ - = * / <	int float int	float bool bool bool bool bool bool bool
	+ * / < > < >= >= * * / -	int float	float bool bool bool bool bool bool bool boo
	+ - = * / < > <	int float int	float bool bool bool bool bool bool bool boo
	+ * / < > <- >= == ==	int float	float bool bool bool bool bool bool bool boo
	+ * / < > < >= >= * * / -	int float int	float bool bool bool bool bool bool bool boo

Х	Υ	Z	R
char	=	char	char
	==	char	bool
	!=	char	bool
X	Υ	Z	R
bool	=	bool	bool
	==	bool	bool
	!=	bool	bool
	&&	bool	bool
		bool	bool