Program:

```
>> ( programa ) ( tID ) ( ENDLINE ) ─── [ Var ] ─── [ Function ] ─── [ Block ] >|
```

no references

Var:

```
>> ( var ) ( tID ) ─── [ ArrAccess ] ─── ( : ) ─── [ Type ] ─── ( = ) ─── [ SSExp ] ─── ( ENDLINE ) >|
```

referenced by:

- Program
- Statute

Type:

```
>> ( int )
   ( float )   ─── [ ArrAccess ] >|
   ( string )
   ( bool )
```
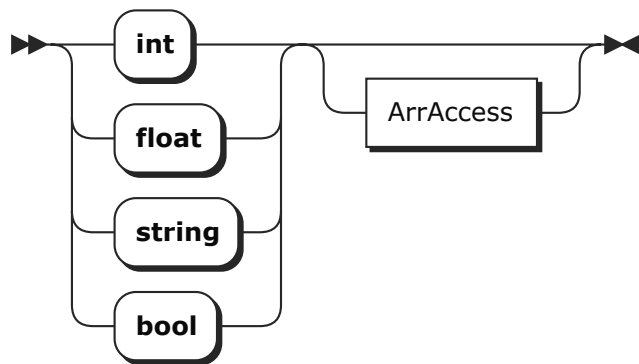
referenced by:

- Function
- Params
- Var

Block:

```
>> ( { ) ─── [ Statute ] ─── ( } ) >|
```
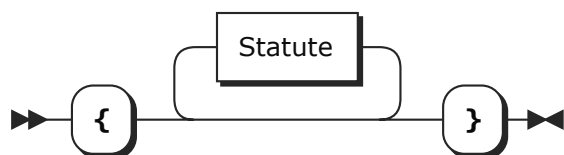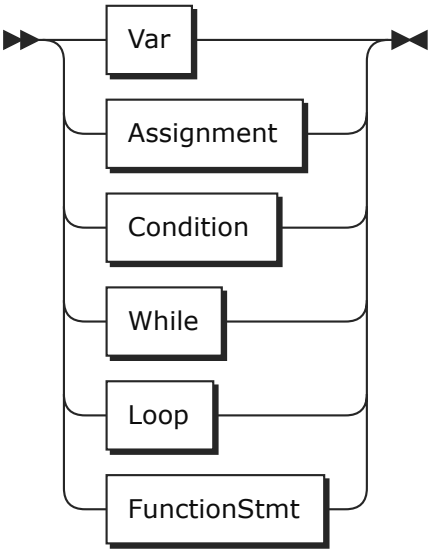
referenced by:

- Condition
- Function
- Loop

- [Program](#)
- [While](#)

Statute:

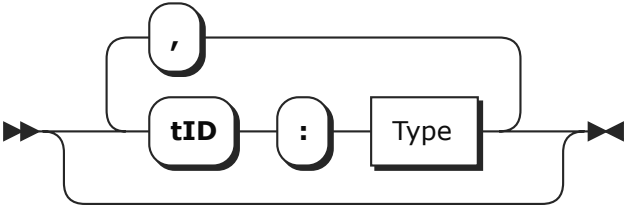referenced by:

- [Block](#)
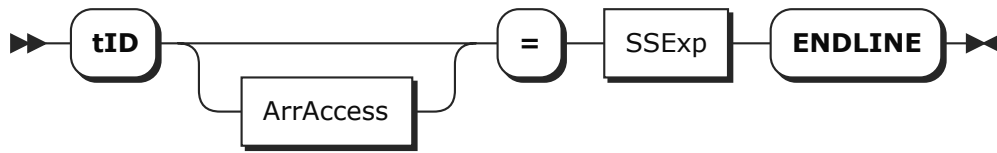
Function:
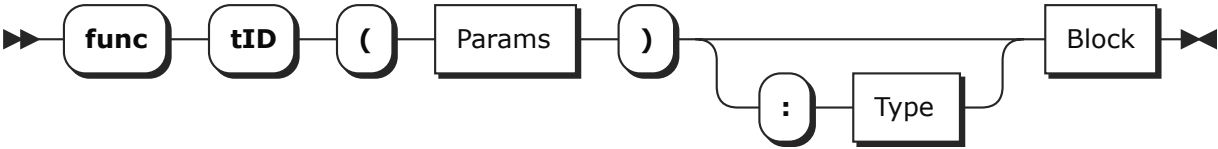
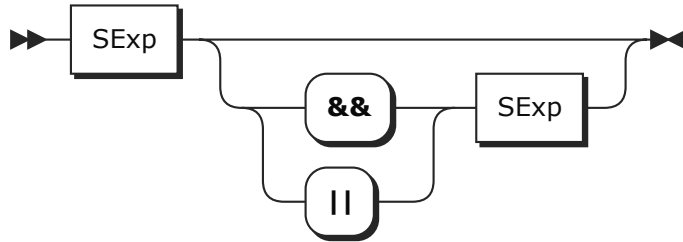
referenced by:

- [Program](#)

Params:

referenced by:

- [Function](#)

Assignment:

referenced by:

- Statute

SSExp:

referenced by:

- Args
- ArrAccess
- Assignment
- Condition
- Fact
- Loop
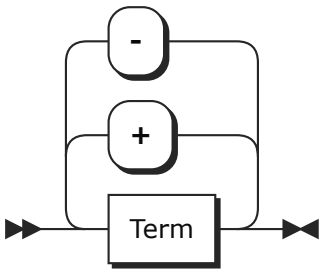- PrimitiveFunc
- Var
- While

SExp:
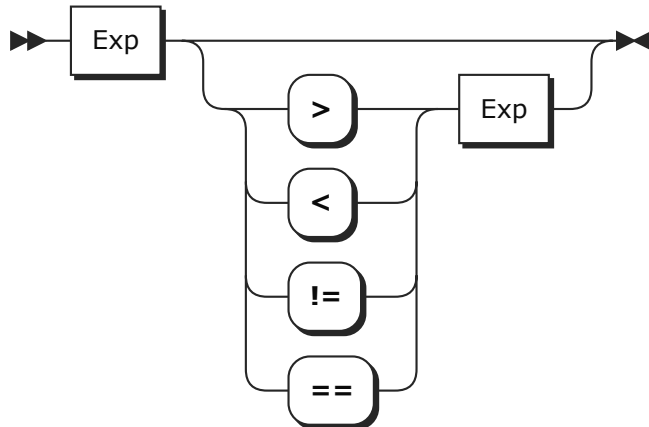
referenced by:
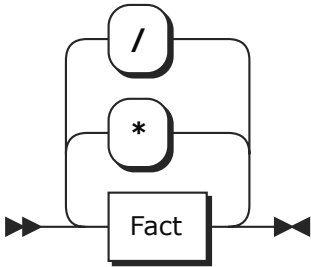
- SSExp

Exp:

referenced by:
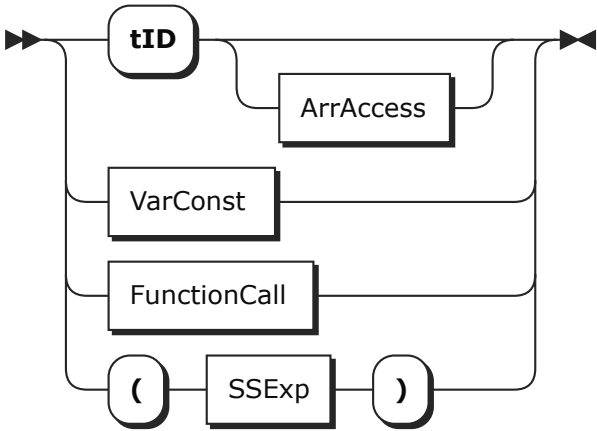
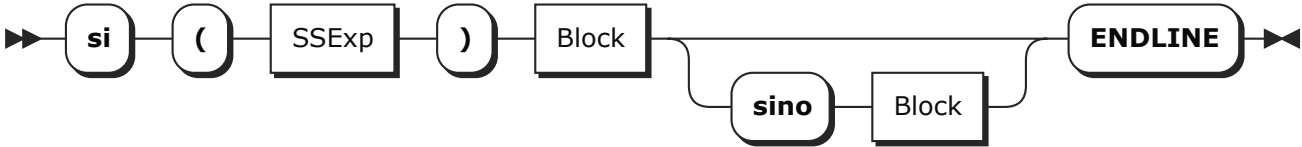- SExp

Term:

referenced by:

- Exp

Fact:

referenced by:

- Term

Condition:

referenced by:

- Statute

While:

referenced by:

- Statute

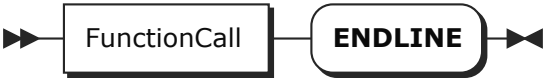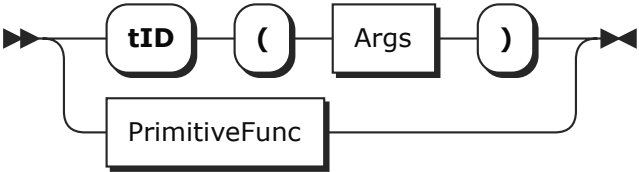## Loop:

referenced by:

- Statute

FunctionStmt:

referenced by:

- Statute

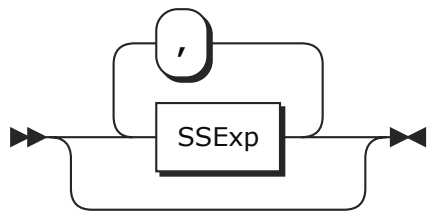## FunctionCall:

referenced by:

- Fact
- FunctionStmt

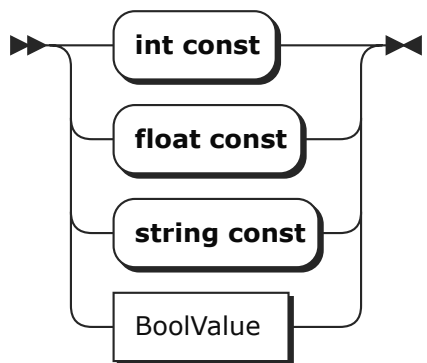## Args:

referenced by:

- FunctionCall

VarConst:

referenced by:

- Fact

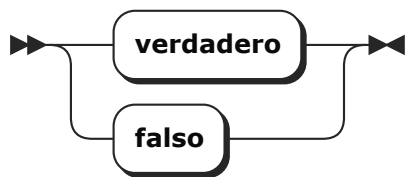## ArrAccess:
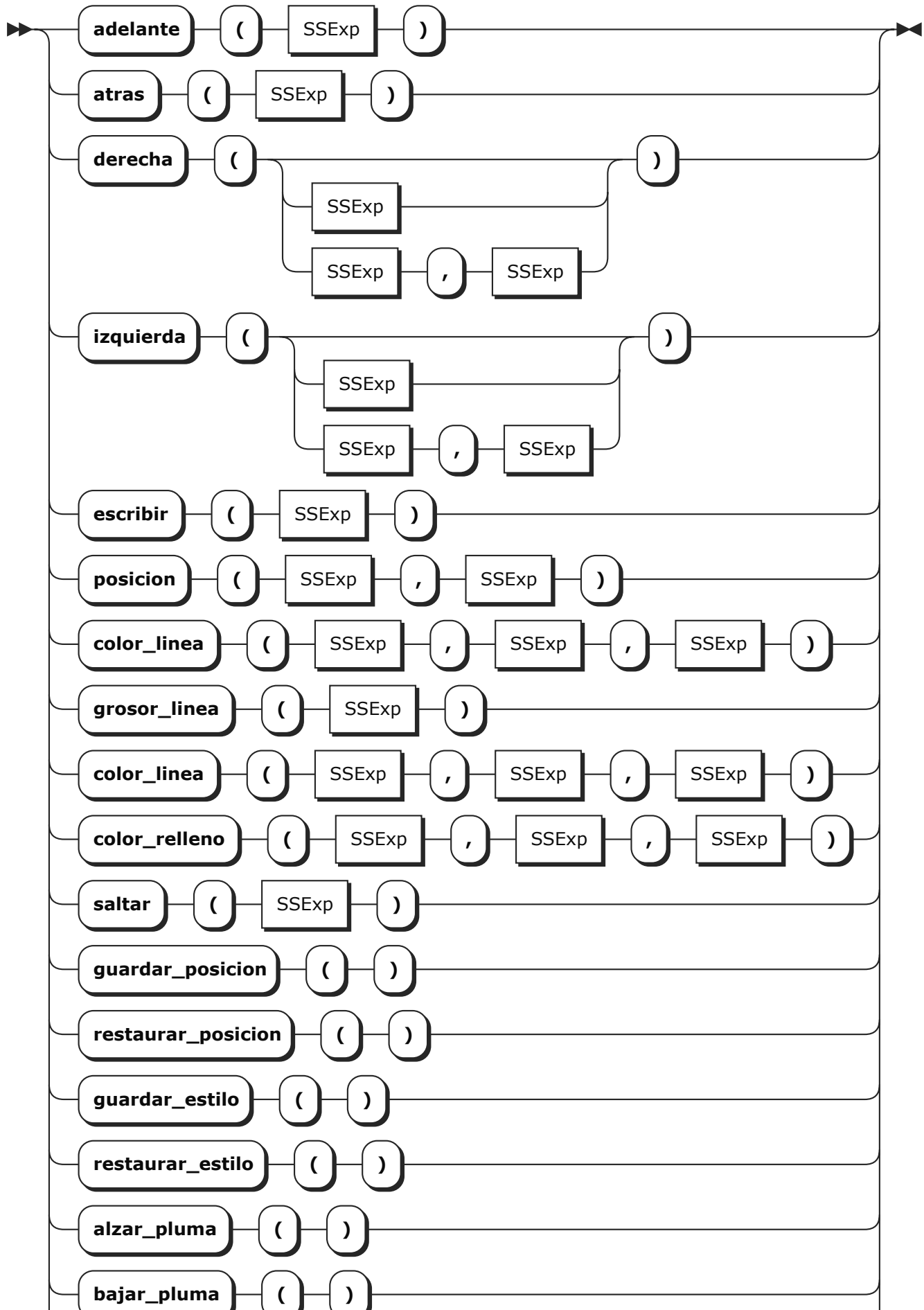

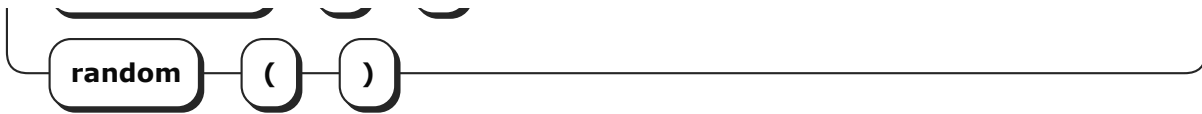referenced by:

- Assignment
- Fact
- Type
- Var

BoolValue:

referenced by:

- VarConst

PrimitiveFunc:

adelante **(** SSExp **)**

atras **(** SSExp **)**

derecha **(** SSExp **)**
SSExp **,** SSExp

izquierda **(** SSExp **)**
SSExp **,** SSExp

escribir **(** SSExp **)**

posicion **(** SSExp **,** SSExp **)**

color_linea **(** SSExp **,** SSExp **,** SSExp **)**

grosor_linea **(** SSExp **)**

color_linea **(** SSExp **,** SSExp **,** SSExp **)**

color_relleno **(** SSExp **,** SSExp **,** SSExp **)**

saltar **(** SSExp **)**

guardar_posicion **(** **)**

restaurar_posicion **(** **)**

guardar_estilo **(** **)**

restaurar_estilo **(** **)**

alzar_pluma **(** **)**

bajar_pluma **(** **)**

random ( )

referenced by:

- FunctionCall