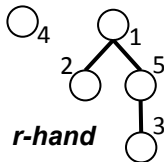
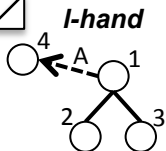


Node Types & Reference Attribute Names

- | | |
|---------------------|--------------|
| ① Binary Expression | ③ Expression |
| ② Expression | ④ Real Cast |

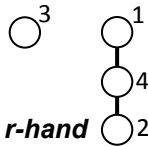
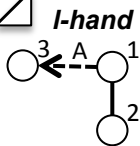
Condition $Type(②) = Real \wedge Type(③) = Integer$



Node Types & Reference Attribute Names

- | | |
|---------------------|------------------|
| ① Assignment | ④ Declaration |
| ② Terminal (I-hand) | ⑤ Real Cast |
| ③ Expression | ←A-- Declaration |

Condition $Type(④) = Pointer(Real) \wedge Type(③) = Integer$



Node Types & Reference Attribute Names

- | | |
|--------------------|---------------------------|
| ① Return Statement | ③ Procedure Declaration |
| ② Expression | ④ Real Cast |
| | ←A-- Containing Procedure |

Condition $Return-Type(③) = Real \wedge Type(②) = Integer$