

```
1 package AST;
2
3 import iValue.IValue;
4
5
6
7 public class ASTPlus implements ASTNode {
8
9     private ASTNode t1;
10    private ASTNode t2;
11
12    public ASTPlus(ASTNode t1, ASTNode t2) {
13        this.t1 = t1;
14        this.t2 = t2;
15    }
16
17    @Override
18    public IValue eval(Environment e) {
19        IValue left = t1.eval(e);
20        if(left instanceof VInt) {
21            IValue right = t2.eval(e);
22            if(right instanceof VInt) {
23                return new VInt(((VInt)left).getVal() + ((VInt)right).getVal());
24            }
25        }
26        throw new Error("Illegal types to +");
27    }
28
29 }
30
```