

```
1 package AST;
2
3 import iValue.IValue;
4
5
6
7
8 public class ASTGOET implements ASTNode {
9
10     ASTNode exp1;
11     ASTNode exp2;
12
13     public ASTGOET(ASTNode exp1, ASTNode exp2) {
14         this.exp1 = exp1;
15         this.exp2 = exp2;
16     }
17
18     @Override
19     public IValue eval(Environment e) {
20         IValue v1 = exp1.eval(e);
21         if(v1 instanceof VInt) {
22             int left = ((VInt) v1).getVal();
23             IValue v2 = exp2.eval(e);
24             if(v2 instanceof VInt) {
25                 int right = ((VInt) v2).getVal();
26                 return new VBool(left >= right);
27             }else {
28                 throw new Error("Right operator must be an Integer");
29             }
30         }else {
31             throw new Error("Left operator must be an Integer");
32         }
33     }
34
35 }
36
```