

# ASTLT.java

```

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

```