

```
1 package AST;
2
3 import iValue.IValue;
4
5
6 public class ASTNum implements ASTNode {
7
8     private int parseInt;
9
10    public ASTNum(int parseInt) {
11        this.parseInt = parseInt;
12    }
13
14    @Override
15    public IValue eval(Environment e) {
16        return new VInt(parseInt);
17    }
18 }
19
20
21
```