

$W_{:nombre}(\langle tpars_1 \rangle)(\langle args_1 \rangle); \Rightarrow$

```
Z.fp = Z.:top;
Z.fp += Z.:npos;
*Y.fp = Z.:top;
:guardar_vals:
Z.fp++;
*Y.fp = Z.:i;
:poner_args:(tpars1),(args1)$
Z.:top = Z.fp;
*:nombre
1:j
...
←:i
←:j
```

Ejemplo

F._{foo}\$Y\$Y(13, 53);

\Rightarrow

```
Z.fp = Z.:top;
Z.fp += Z.:npos;
*Y.fp = Z.:top;
:guardar_vals:
Z.fp++;
*Y.fp = Z.:91;
:poner_args:$Y$Y,13, 53$
Z.:top = Z.fp;
*:foo
1:92
...
←:91
←:92
```

:guardar_vals:

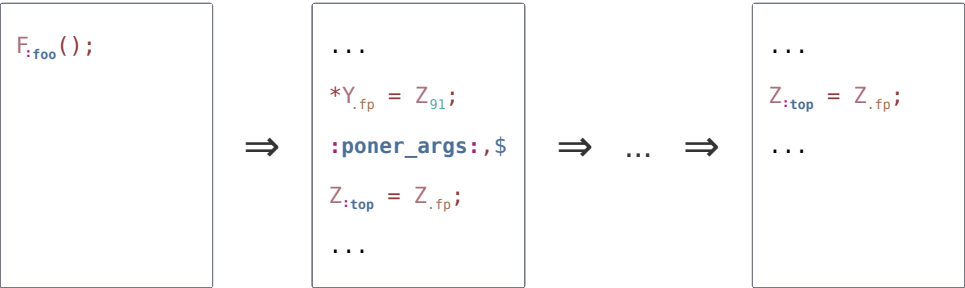
```
:guardar_vals: ➡
  Z.fp++;
  *Y.fp = Z.sw;
  Z.fp++;
  *Y.fp = Z.brk;
  Z.fp++;
  *Y.fp = Z.op1;
  Z.fp++;
  *Y.fp = Z.ob1;
  Z.fp++;
  *Y.fp = Z.or;
  Z.fp++;
  *Y.fp = Z.and;
  Z.fp++;
  *Y.fp = Z.r2;
  Z.fp++;
  *Y.fp = Z.r1;
```

:poner_args:

```
:poner_args:,$ ➡ ε
```

```
:poner_args:$ ➡ ε
```

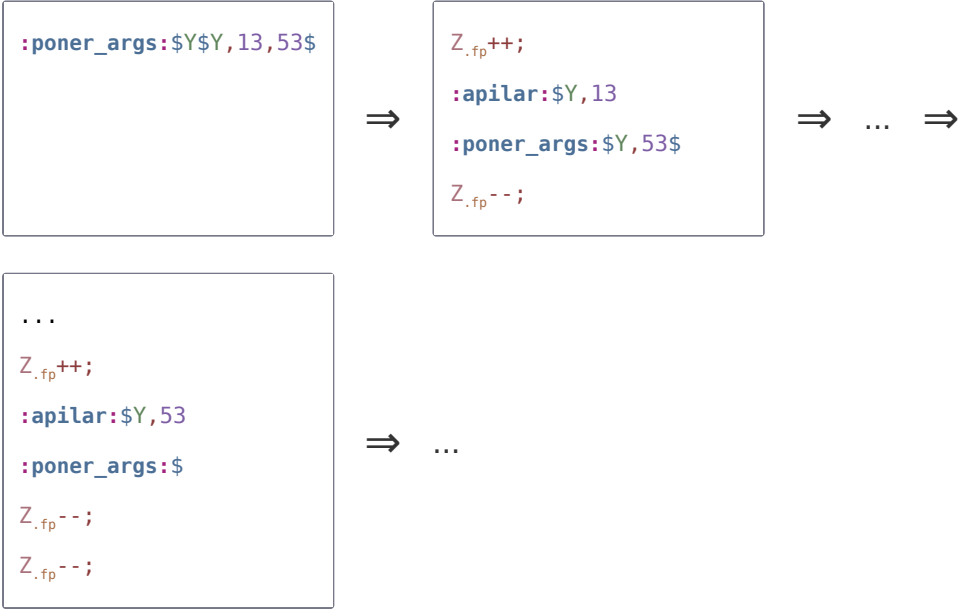
Ejemplo



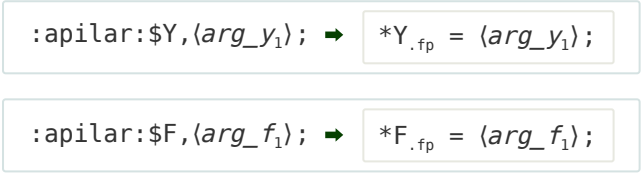
`:poner_args:$V⟨tpars1⟩,⟨arg1⟩⟨rest_args1⟩$ ➡`

`Z.fp++;`
`:poner_args:$V,⟨arg1⟩`
`:poner_args:$⟨tpars1⟩⟨rest_args1⟩$`
`Z.fp--;`

Ejemplo



:apilar:



Ejemplo



`:apilar:$Y,⟨arg_f_1⟩; ➔`

`Z.opf = ⟨arg_f_1⟩;
Z:top = Z.fp;
Z.opf = (unsigned int)F.opf;
Z.fp = Z:top;
*Y.fp = Z.opf;`

`:apilar:$F,⟨arg_y_1⟩; ➔`

`Z.opf = ⟨arg_y_1⟩;
Z:top = Z.fp;
Z.opf = (float)F.opf;
Z.fp = Z:top;
*F.fp = Z.opf;`

Ejemplo

`:apilar:$F,Y31`

⇒

`Z.opf = Y31;
Z:top = Z.fp;
Z.opf = (float)Z.opf;
Z.fp = Z:top;
*F.fp = Z.opf;`

Operaciones aritméticas

$$V'' \rightarrow V_{.(id)}(tpars)(\langle args \rangle)$$
$$\langle valp_y \rangle \rightarrow \langle natural \rangle \mid \mathbf{0} \mid Y'_{\Omega} \mid \langle stars \rangle Y''$$
$$\langle val_y \rangle \rightarrow \langle valp_y \rangle \mid +\langle valp_y \rangle$$
$$\langle valp_f \rangle \rightarrow \langle racional \rangle \mid F'_{\Omega} \mid \langle stars \rangle F''$$
$$\langle val_f \rangle \rightarrow \langle signo \rangle \langle valp_f \rangle \mid -\langle valp_y \rangle$$
$$\langle valp \rangle \rightarrow \langle valp_f \rangle \mid \langle valp_y \rangle$$
$$\alpha \mid \beta \rightarrow \langle val_y \rangle \mid \langle val_f \rangle$$