Output to screen

```
Joes-MacBook-Air:sys55-pl-0-3d80da21c657 JL$ ./pl0 -t
TOKEN LIST
29 2 x 17 2 y 18 21 2 y 20 3 3 18 2 x 20 2 y 4 3 56 18 22 19

Joes-MacBook-Air:sys55-pl-0-3d80da21c657 JL$ ./pl0 -s
SYMBOL TABLE
Name    Type    Value    Level
y       var     0        3
x       var     0        59

Joes-MacBook-Air:sys55-pl-0-3d80da21c657 JL$ ./pl0 -m
MACHINE CODE
7       0       1
6       0       4
1       0       3
4       0       1
3       0       1
1       0       56
2       0       2
4       0       0
11      0       3

Joes-MacBook-Air:sys55-pl-0-3d80da21c657 JL$ ./pl0 -a
DISASSEMBLED CODE
LINE    OP      L       M
0       jmp     0       1
1       inc     0       4
2       lit     0       3
3       sto     0       1
4       lod     0       1
5       lit     0       56
6       opr     0       2
7       sto     0       0
8       sio     0       3

Joes-MacBook-Air:sys55-pl-0-3d80da21c657 JL$ ./pl0 -v
STACKTRACE
                                pc      bp      sp      stack
Initial Values                  0       1       0
0       jmp     0       1       1       1       0
1       inc     0       4       2       1       4       0 0 0 0
2       lit     0       3       3       1       5       0 0 0 0 3
3       sto     0       1       4       1       4       0 3 0 0
4       lod     0       1       5       1       5       0 3 0 0 3
5       lit     0       56      6       1       6       0 3 0 0 3 56
6       opr     0       2       7       1       5       0 3 0 0 59
7       sto     0       0       8       1       4       59 3 0 0
8       sio     0       3       0       0       0
```

Input

```
1 var x, y;
2 begin
3     y := 3;
4     x := y + 56;
5 end.
6
```

Lexeme Table

```
 1 lexeme   token-type
 2 var 29
 3 x    2
 4 ,    17
 5 y    2
 6 ;    18
 7 begin   21
 8 y    2
 9 :=   20
10 3    3
11 ;    18
12 x    2
13 :=   20
14 y    2
15 +    4
16 56   3
17 ;    18
18 end 22
19 .    19
20
```

Token List

```
 1 29 2 x 17 2 y 18 21 2 y 20 3 3 18 2 x 20 2 y 4 3 56 18 22 19
```

SymbolTable

Name	Type	Value	Level
y	var	0	0
x	var	0	0

Machine Code

```
 1  7   0   1
 2  6   0   4
 3  1   0   3
 4  4   0   1
 5  3   0   1
 6  1   0   56
 7  2   0   3
 8  4   0   0
 9  11  0   3
10
```