

```

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

```

Input

```

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

```

Lexeme Table

```

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

```

Token List

1	Name	Type	Value	Level
2	y	var	0	0
3	x	var	0	0
4				

SymbolTable

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			

Machine Code