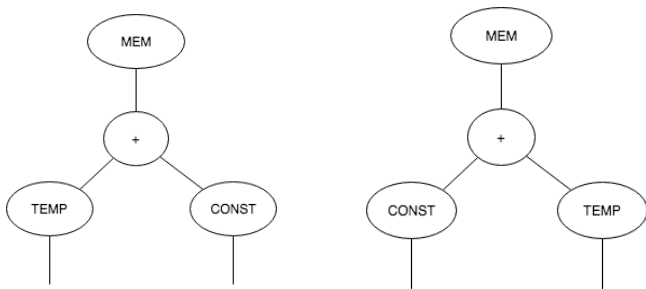


Compilers 2: Assignment 3 Tile Documentation

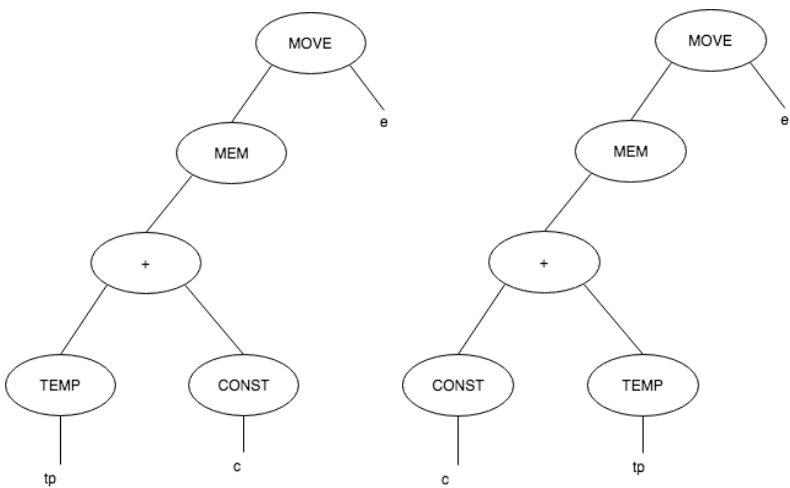
Simon Newham

NWHSIM001

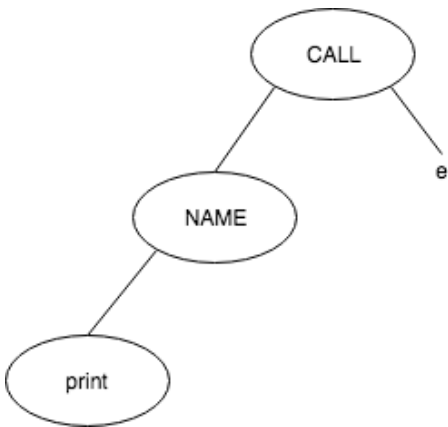
variable



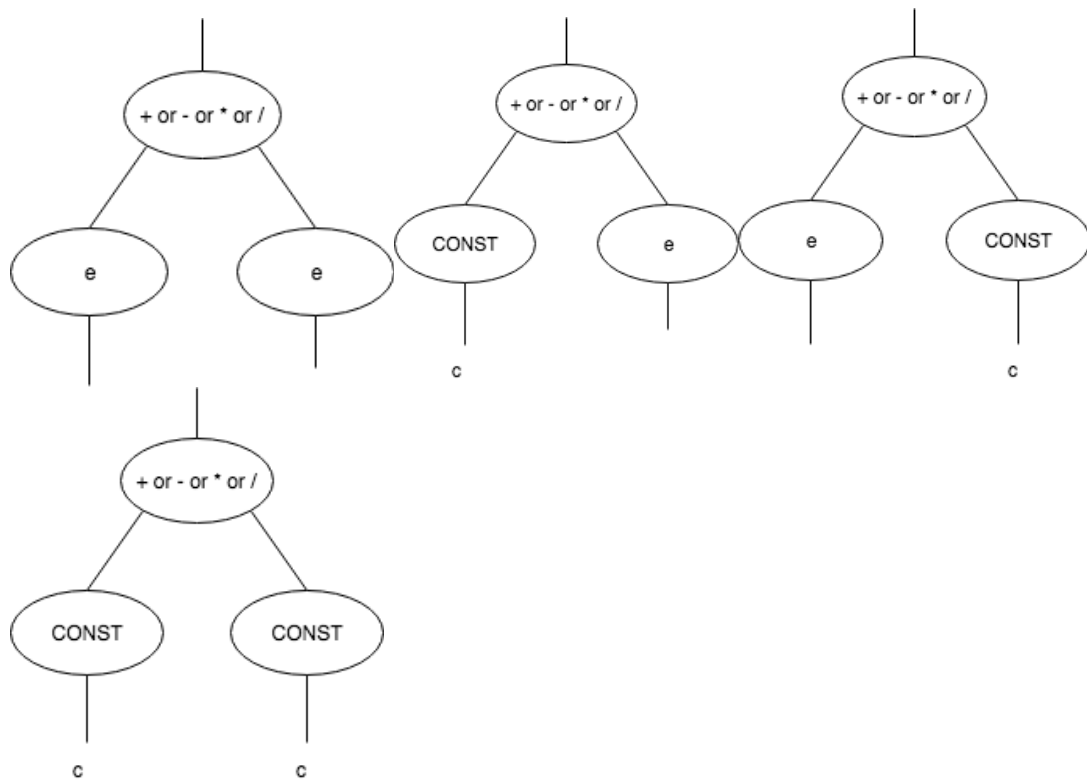
variable = e



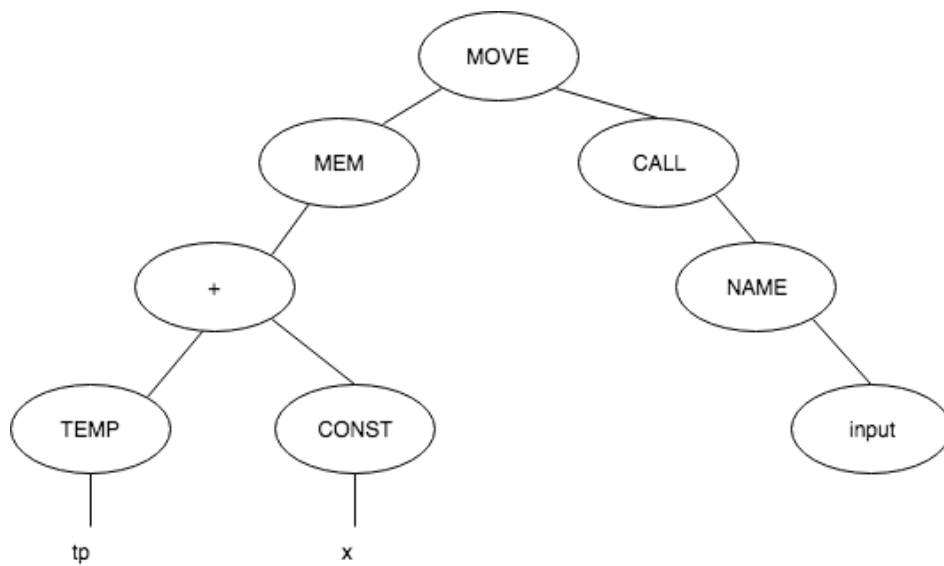
print(e)



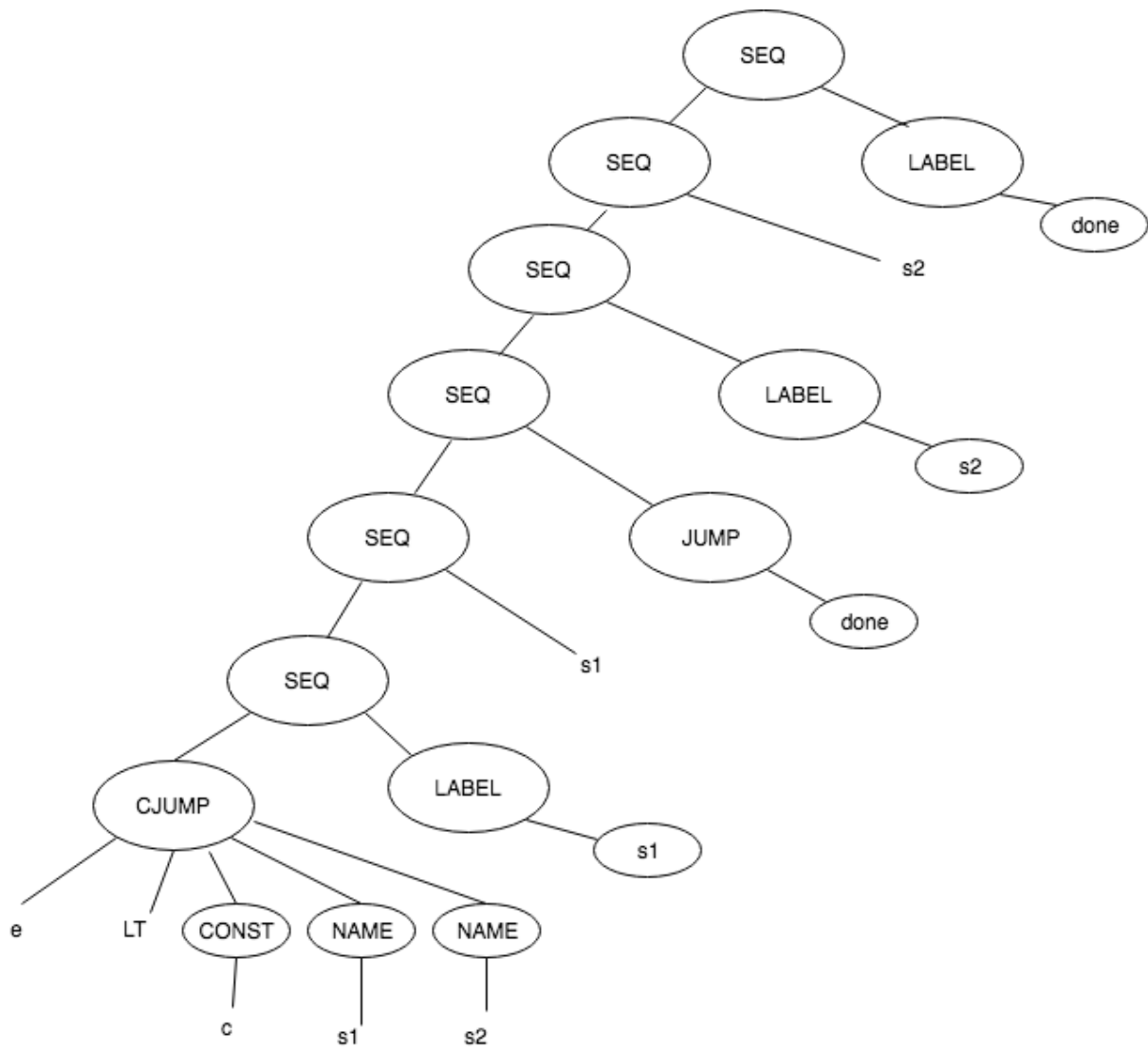
e1 = e2 (+)(-)(*)(/) e3



x = eval (input())



if(e<1): s1 else: s2



while (e<1): s1

