

1. Implement level L_1 code in L_0 rules:

a) `print(x + y - z * 2)`

`p = x + y`

`q = z * 2`

`r = p - q`

`print r`

b) `if (x - y) z = 2 else z = 5; print(z * 3)`

`p = x - y`

`if p goto L1`

`goto L2`

`L1: z = 2`

`L2: z = 5`

`q = z * 3`

`print q`

c) `while (k) {x = x * k; k = k - 1}; print(x)`

`L1: if k goto L2`

`goto L3`

`L2: x = x * k`

`k = k - 1`

`goto L1`

`L3: print x`