

```

graph LR
    INSTRUCTIONS[INSTRUCTIONS] --> Path1[ ]
    INSTRUCTIONS --> Path2[ ]
    Path1 --> DELIMITERS1[DELIMITERS]
    Path1 --> STRING1["<string>"]
    Path1 --> CONTROL_BLOCK1["<control_block>"]
    Path1 --> SCREEN1[SCREEN]
    Path1 --> RECORD1[RECORD]
    Path1 --> IDENTIFIER1[identifier]
    Path1 --> IDENTIFIER2[identifier]
    Path1 --> NUMBER_VALUE1[NUMBER_VALUE]
    Path1 --> AS1[AS]
    Path1 --> LISTBOX1[LISTBOX]
    Path1 --> SEMI1[i]
    Path1 --> PANEL1[PANEL]
    Path1 --> TO1[TO]
    Path1 --> COMPOSITES1[COMPOSITES]
    Path1 --> MASTER1[MASTER]
    Path1 --> OF1[OF]
    Path1 --> IDENTIFIER3[identifier]
    Path1 --> SEMI2[i]
    Path1 --> END1[END]
    Path2 --> DELIMITERS2[DELIMITERS]
    Path2 --> STRING2["<string>"]
    Path2 --> CONTROL_BLOCK2["<control_block>"]
    Path2 --> SCREEN2[SCREEN]
    Path2 --> RECORD2[RECORD]
    Path2 --> IDENTIFIER4[identifier]
    Path2 --> IDENTIFIER5[identifier]
    Path2 --> NUMBER_VALUE2[NUMBER_VALUE]
    Path2 --> AS2[AS]
    Path2 --> LISTBOX2[LISTBOX]
    Path2 --> SEMI3[i]
    Path2 --> PANEL2[PANEL]
    Path2 --> TO2[TO]
    Path2 --> COMPOSITES2[COMPOSITES]
    Path2 --> MASTER2[MASTER]
    Path2 --> OF2[OF]
    Path2 --> IDENTIFIER6[identifier]
    Path2 --> SEMI4[i]
    Path2 --> END2[END]
  
```