

--ASDL's 4 builtin types are:
-- identifier, int, string, constant

module Python

```
{
  mod = Module(stmt* body, type_ignore* type_ignores)
    | Interactive(stmt* body)
    | Expression(expr body)
    | FunctionType(expr* argtypes, expr returns)

  stmt = FunctionDef(identifier name, arguments args,
                      stmt* body, expr* decorator_list, expr? returns,
                      string? type_comment)
    | AsyncFunctionDef(identifier name, arguments args,
                       stmt* body, expr* decorator_list, expr? returns,
                       string? type_comment)

    | ClassDef(identifier name,
               expr* bases,
               keyword* keywords,
               stmt* body,
               expr* decorator_list)
    | Return(expr? value)

    | Delete(expr* targets)
    | Assign(expr* targets, expr value, string? type_comment)
    | AugAssign(expr target, operator op, expr value)
    -- 'simple' indicates that we annotate simple name without parens
    | AnnAssign(expr target, expr annotation, expr? value, int simple)

    -- use 'orelse' because else is a keyword in target languages
    | For(expr target, expr iter, stmt* body, stmt* orelse, string? type_comment)
```