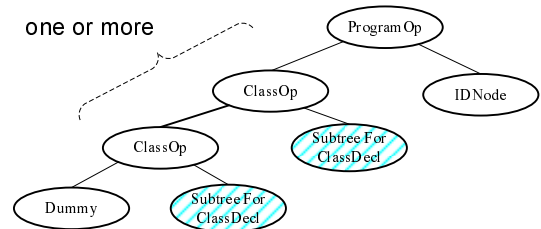
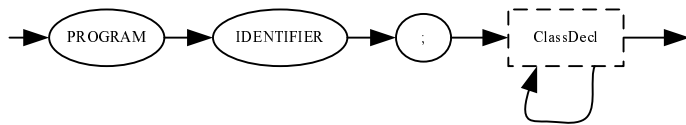


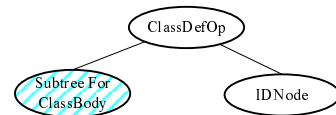
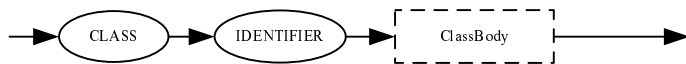
Legend: dashed boxes → nonterminal symbols
solid ellipsis → terminal symbols (tokens)

Legend: eclipse → normal nodes
shaded eclipse → subtree

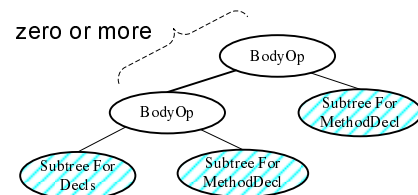
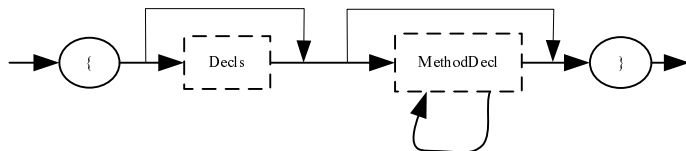
Program



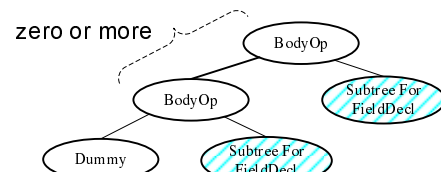
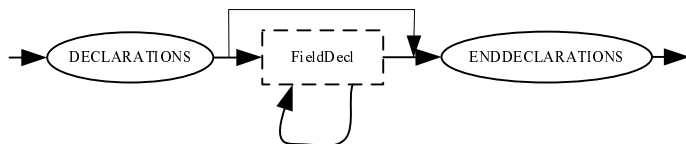
ClassDecl



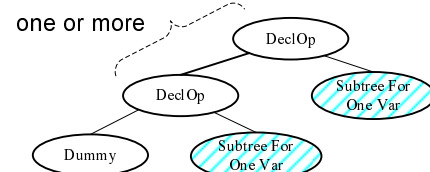
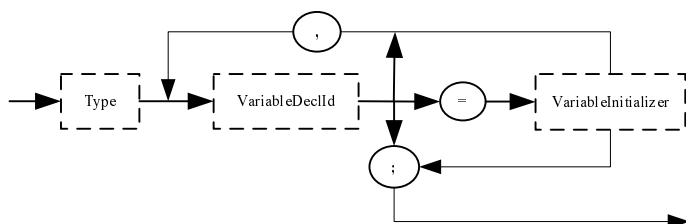
ClassBody



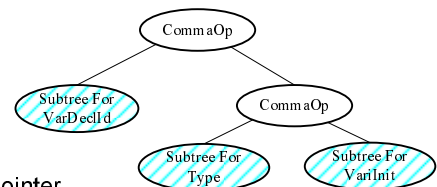
Decls



FieldDecl

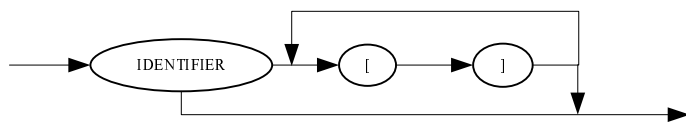


Each Var has the following subtree

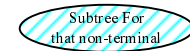
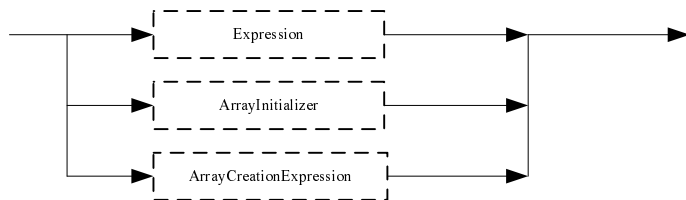


Type should be stored in a separate pointer (global variable) such that it may be used in building the VariableInitializer subtree.

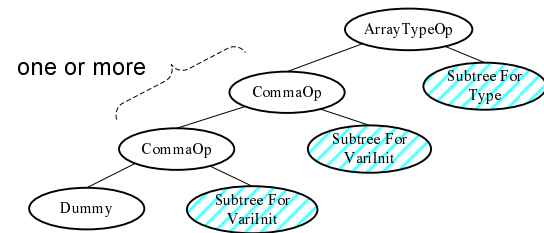
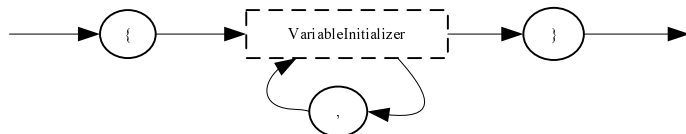
VariableDeclId



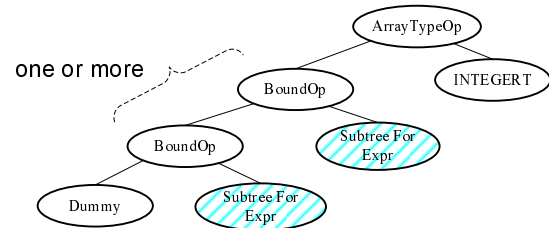
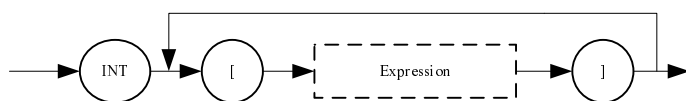
VariableInitializer



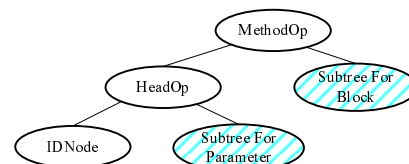
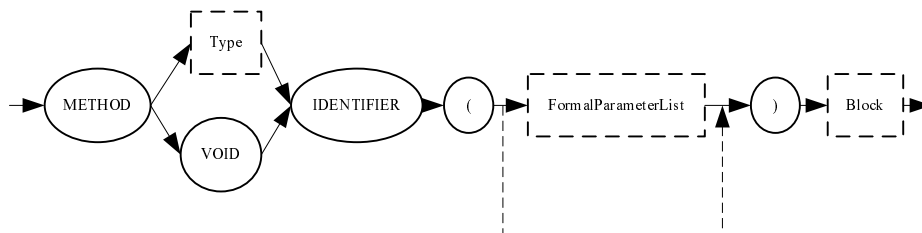
ArrayInitializer



ArrayCreationExpression

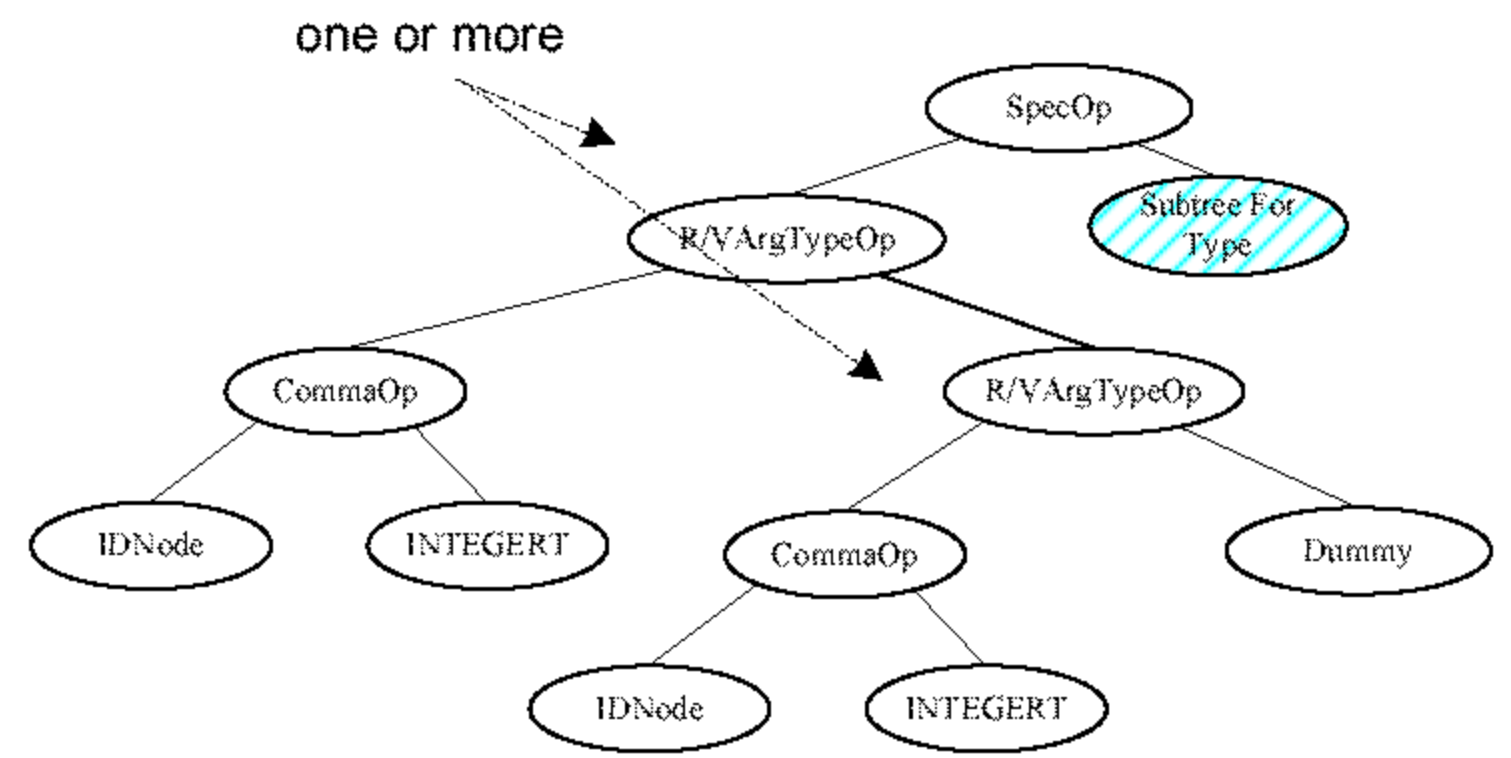
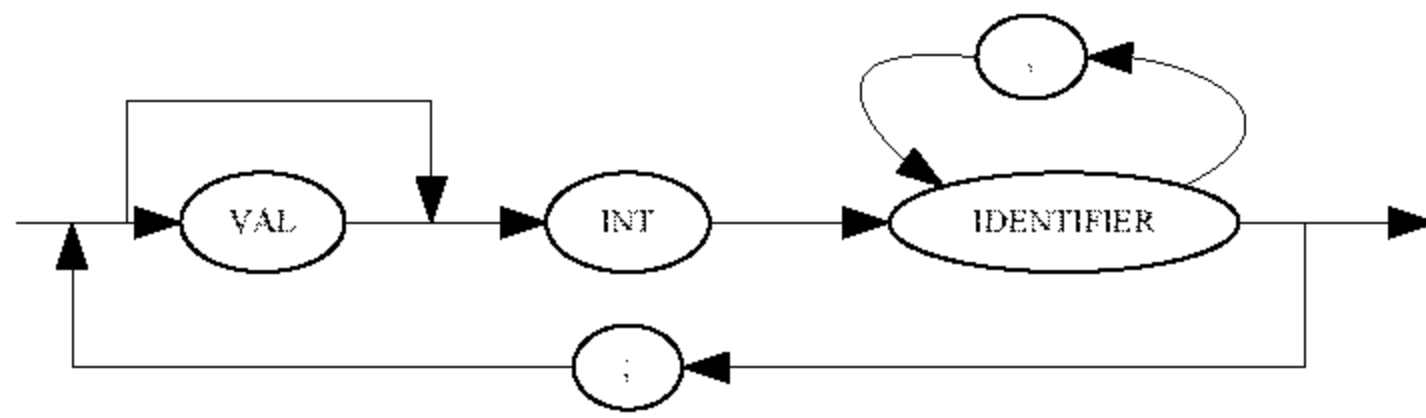


MethodDecl

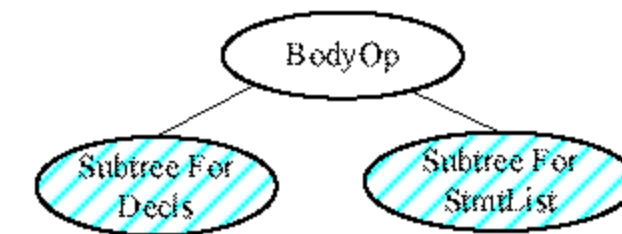
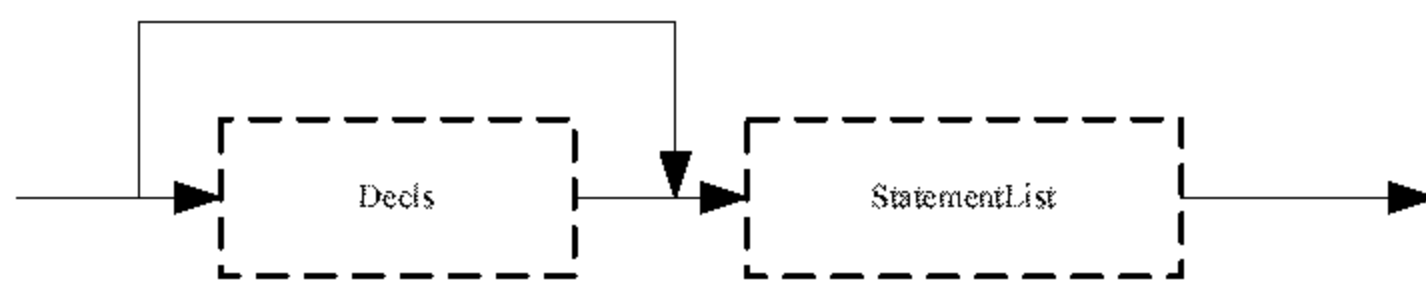


Type should be stored in a separate pointer (global variable) such that it may be used in building the *Parameter* and *Block* subtrees.

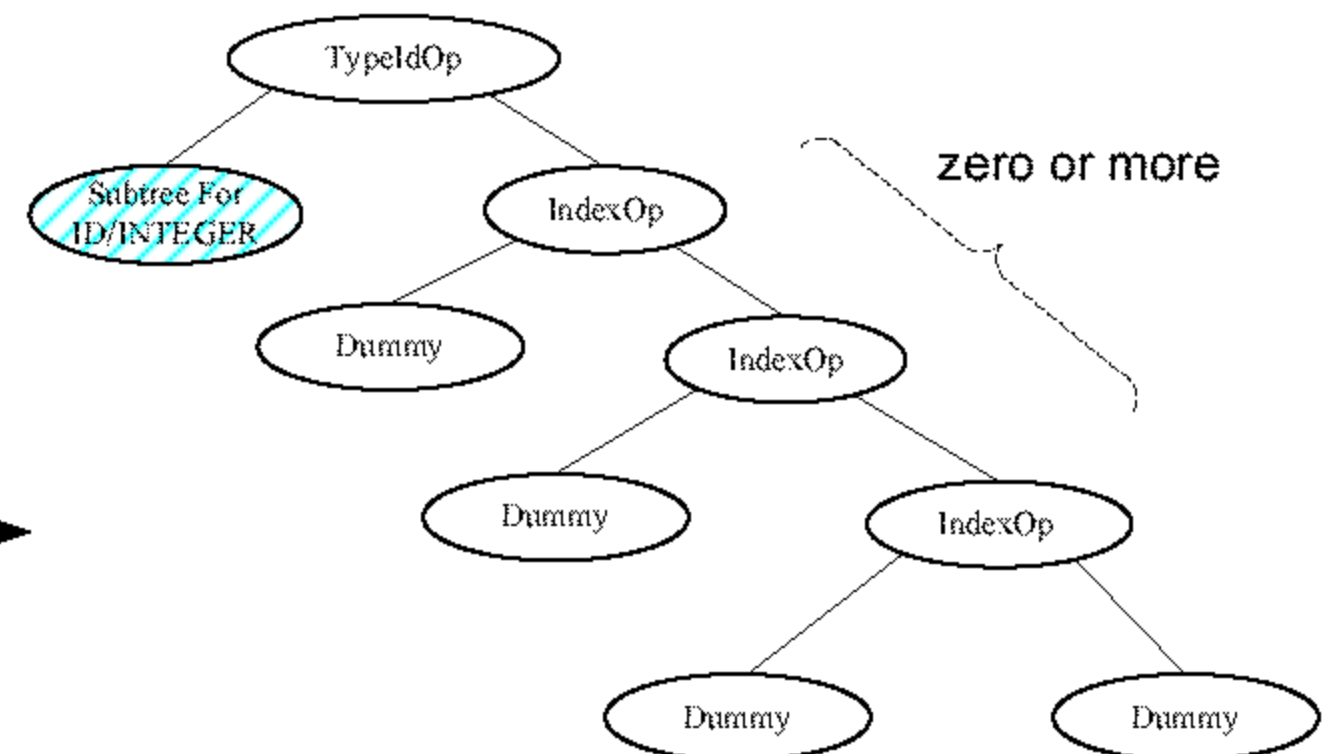
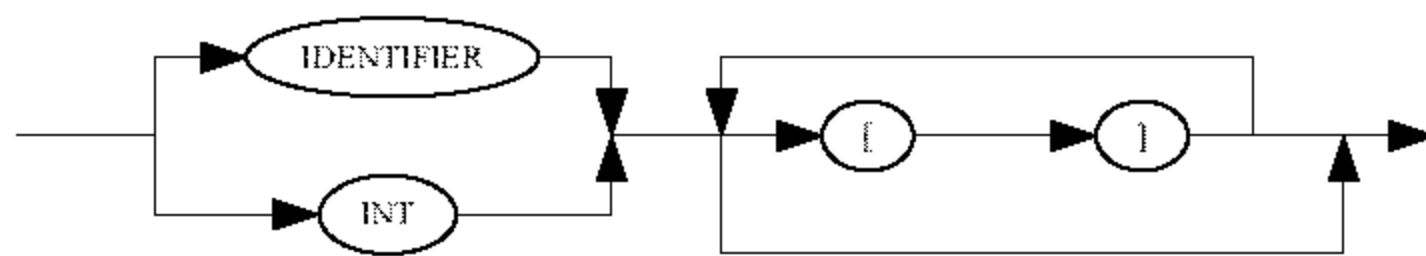
FormalParameterList



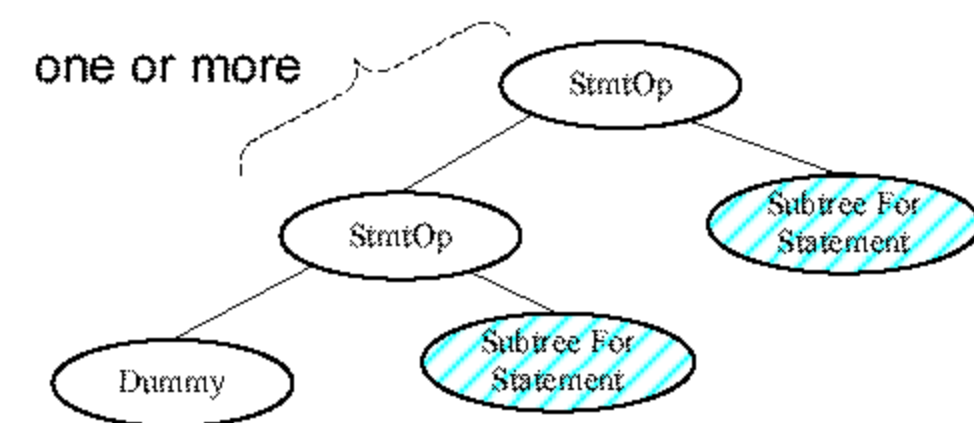
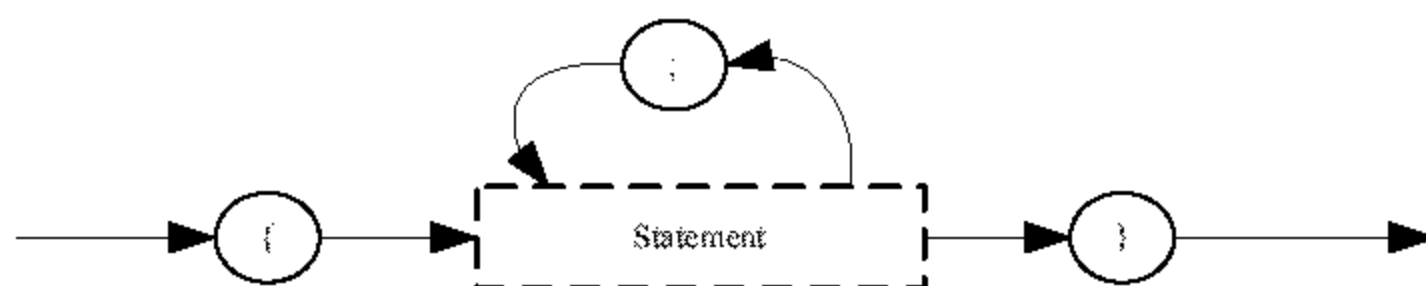
Block



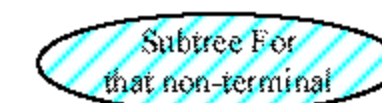
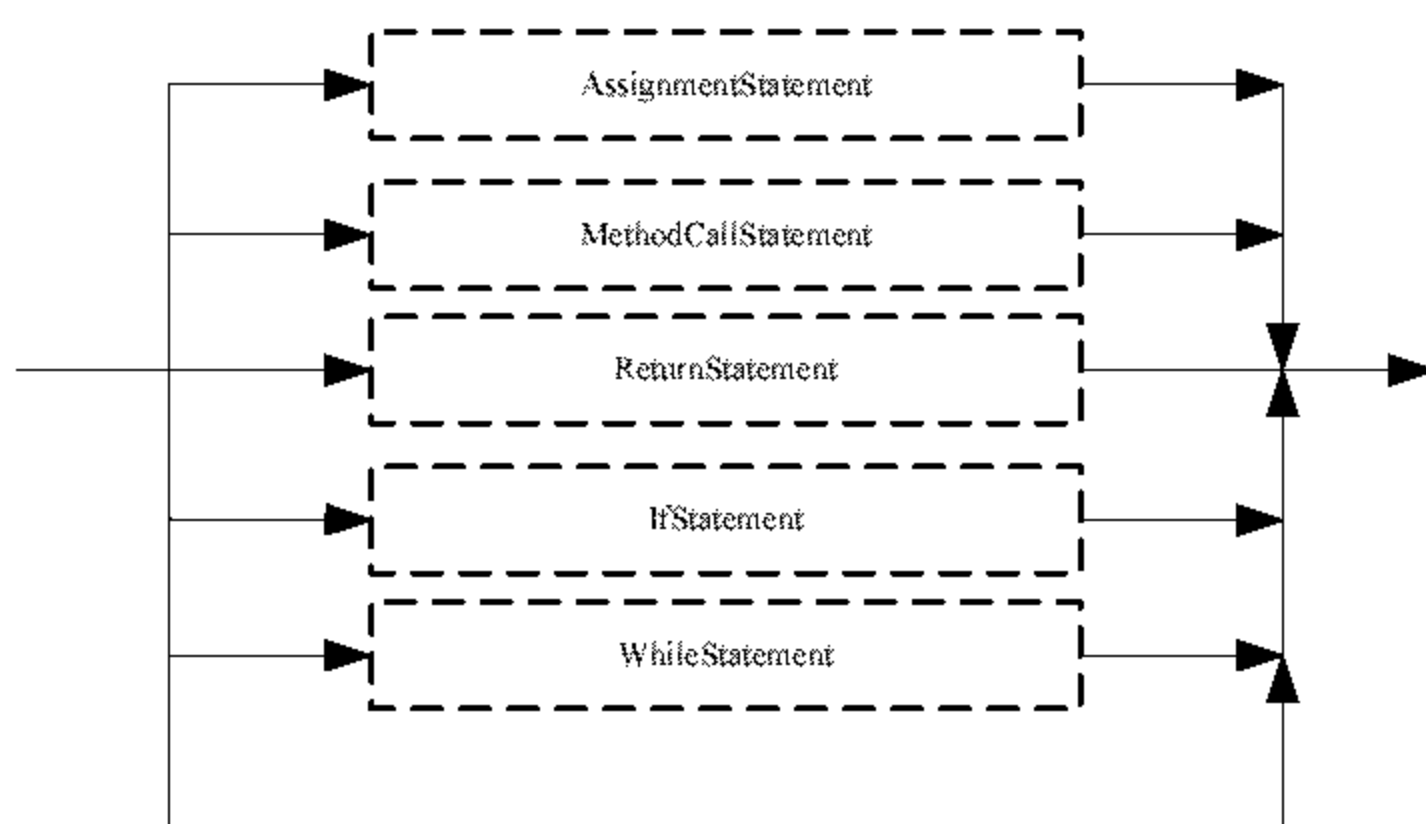
Type



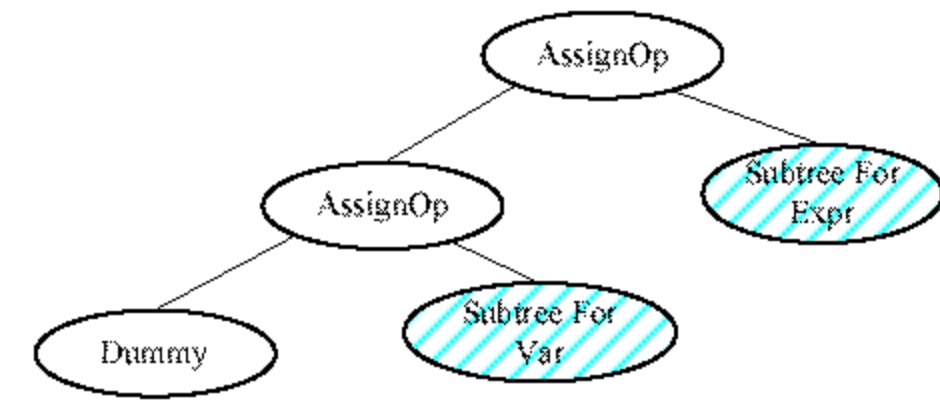
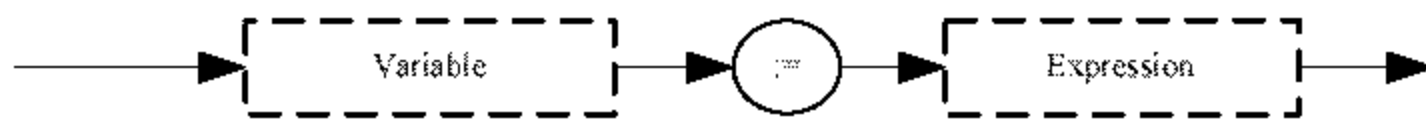
StatementList



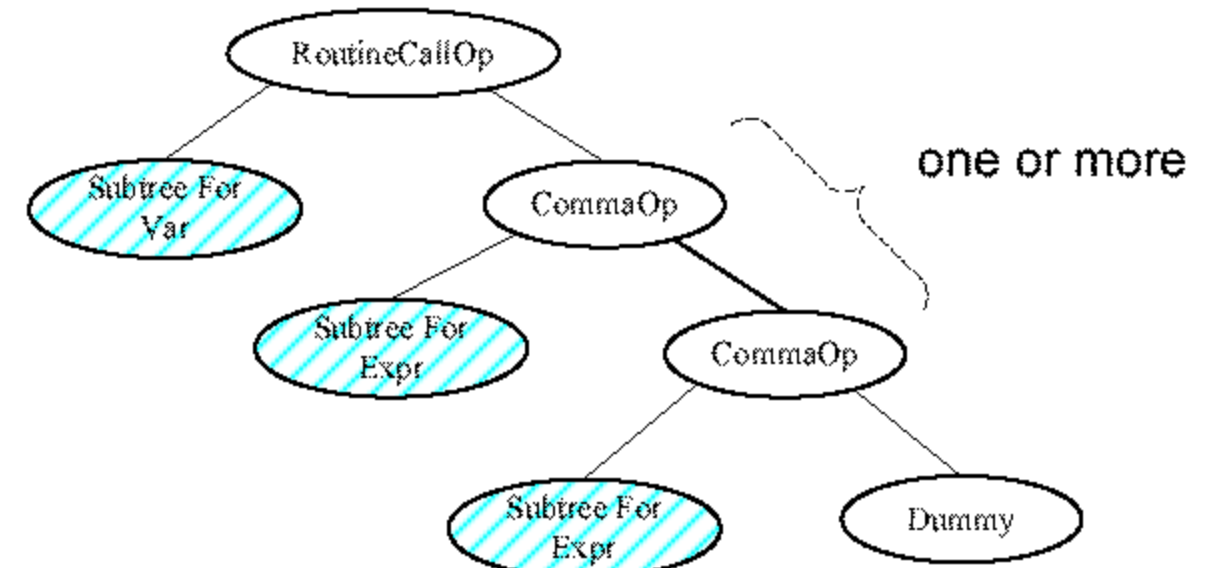
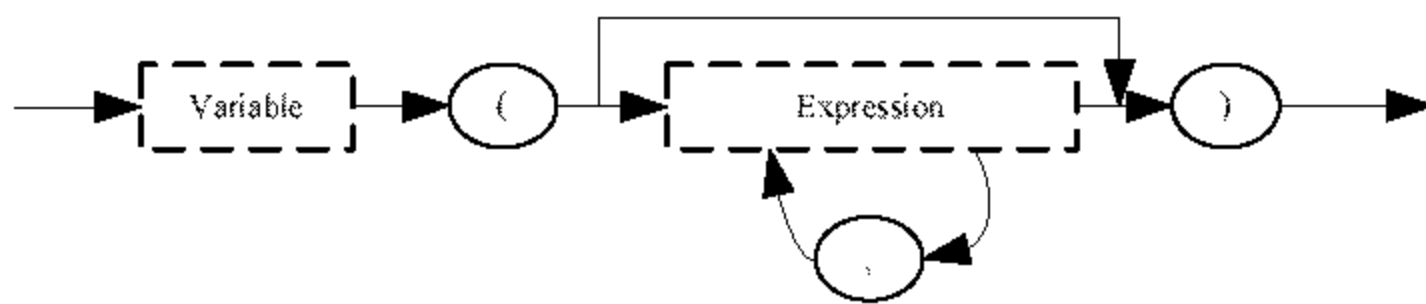
Statement



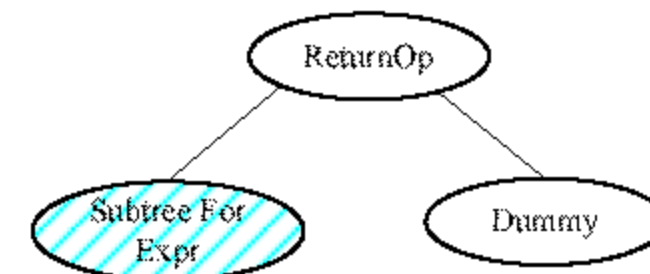
AssignmentStatement



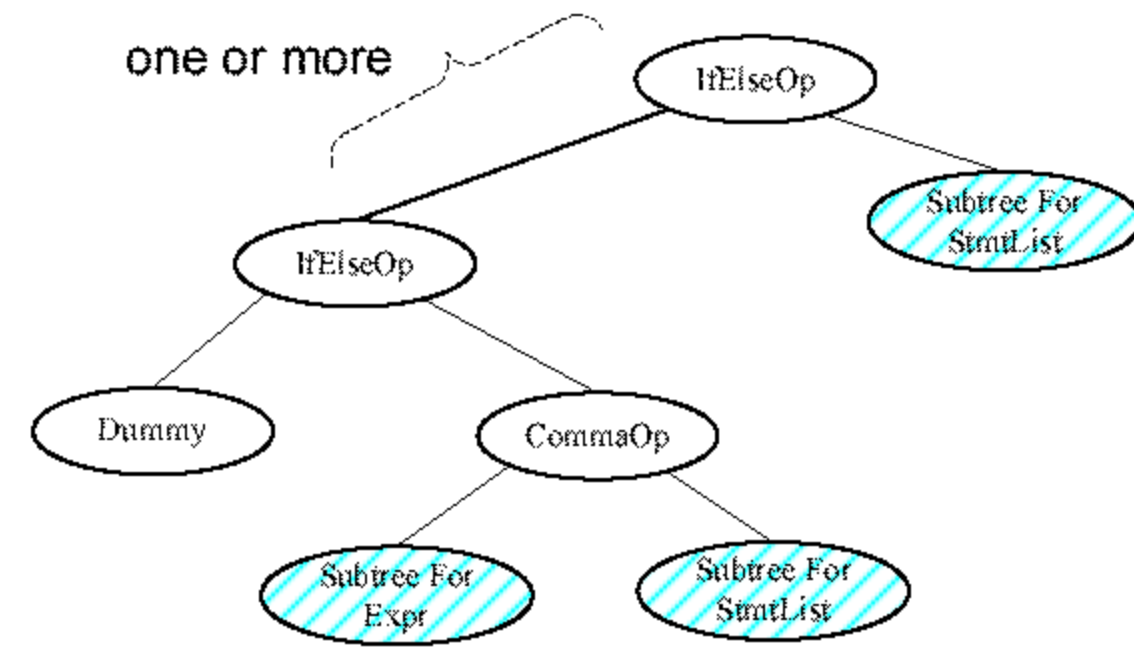
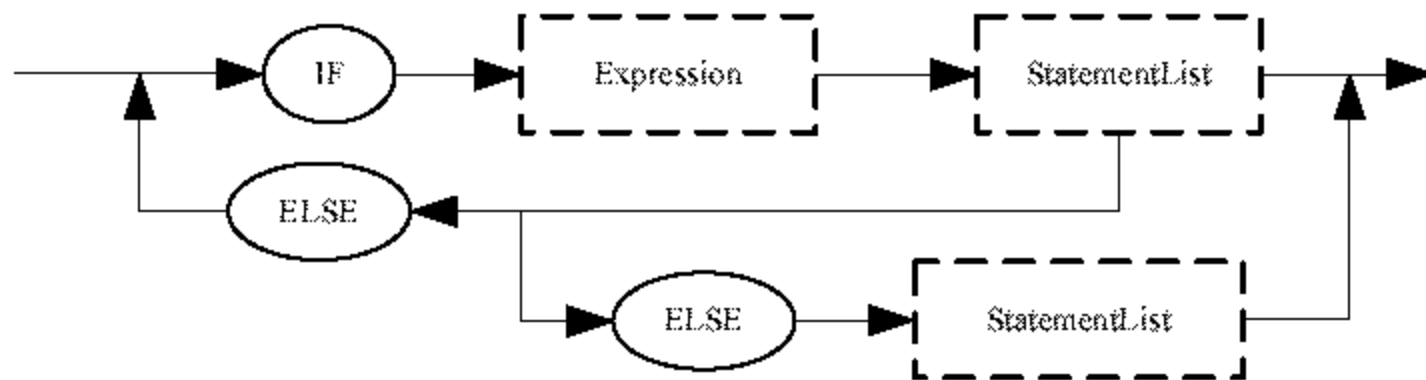
MethodCallStatement



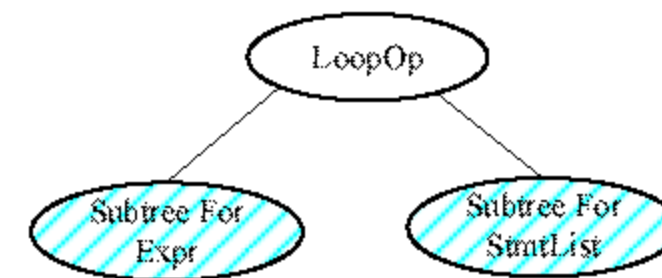
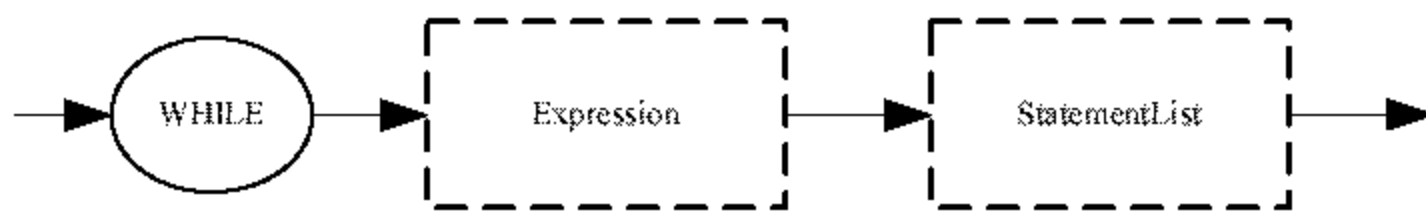
ReturnStatement



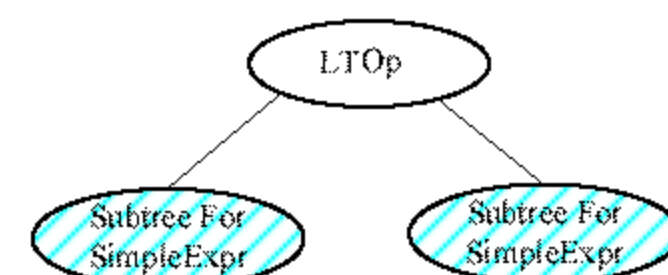
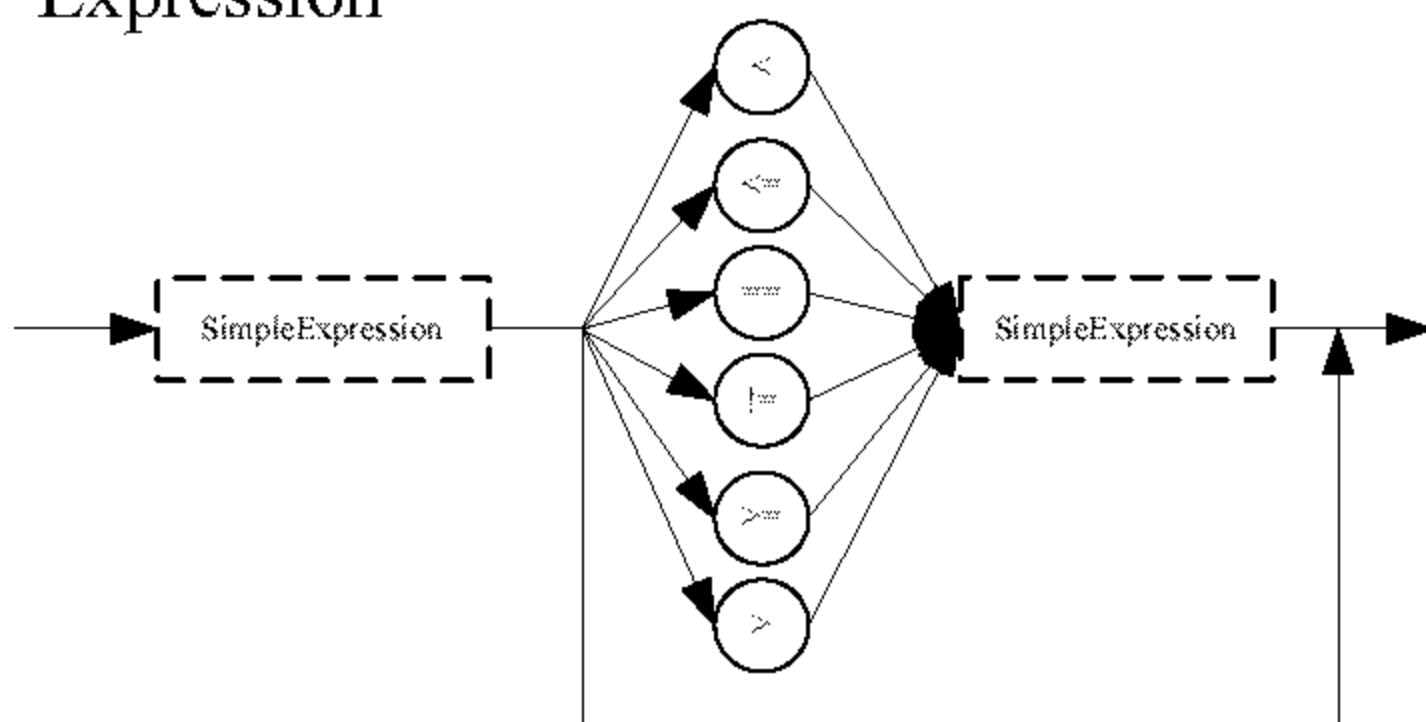
IfStatement



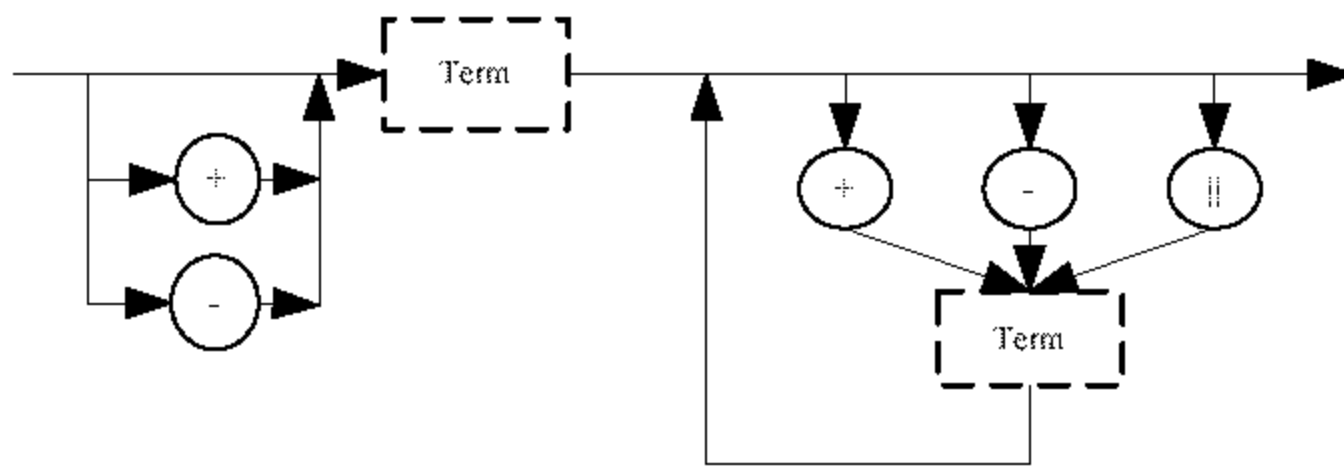
WhileStatement



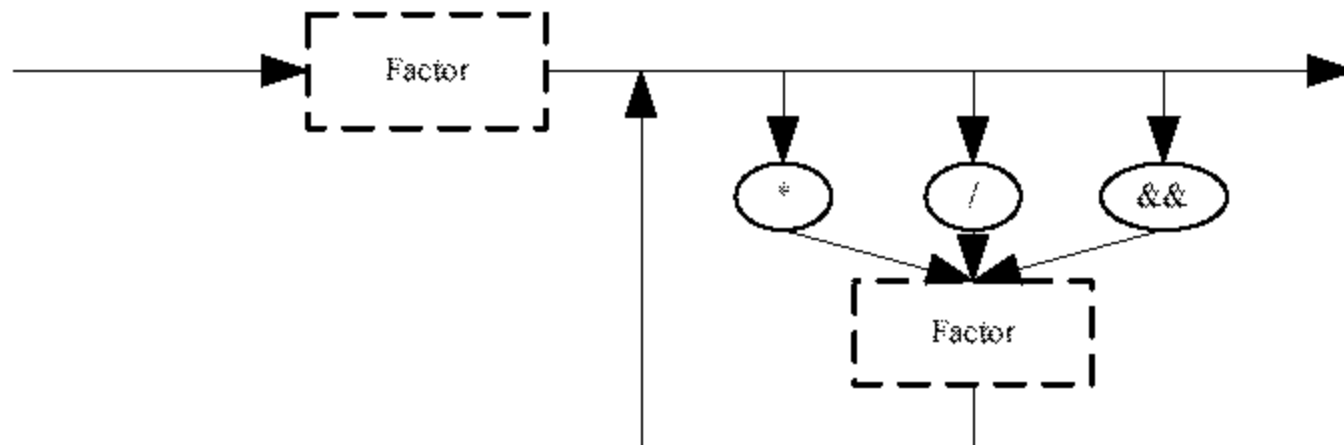
Expression



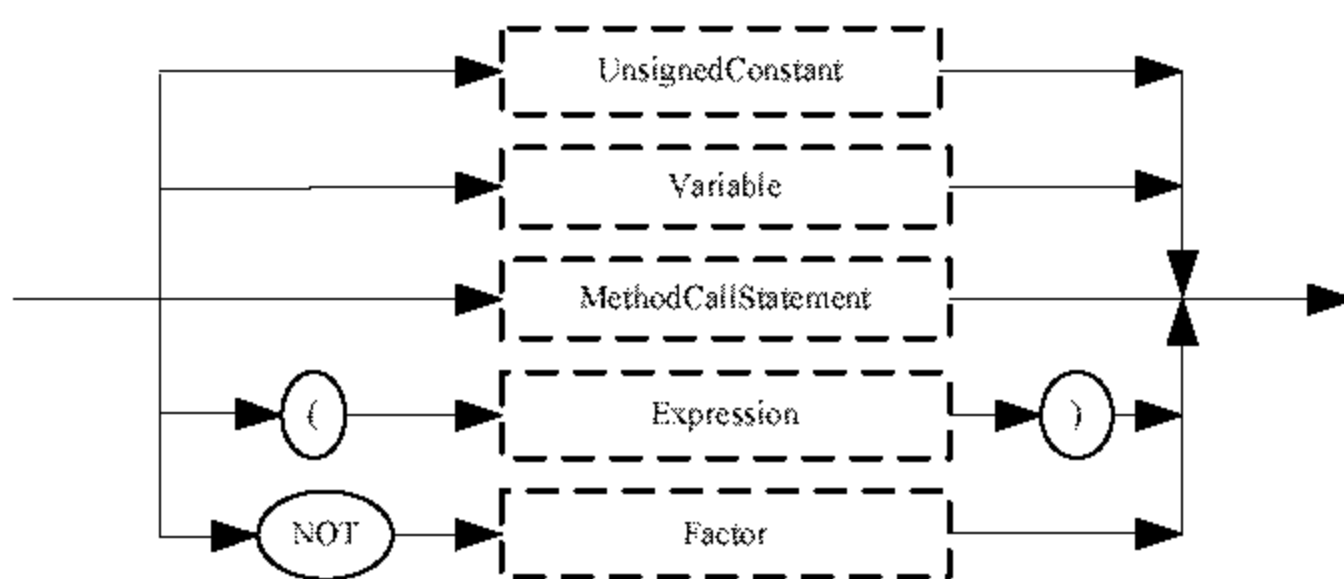
SimpleExpression



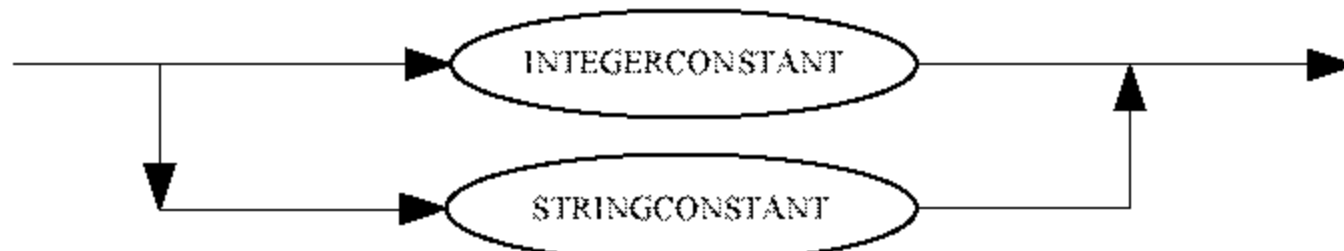
Term



Factor



UnsignedConstant



Variable

