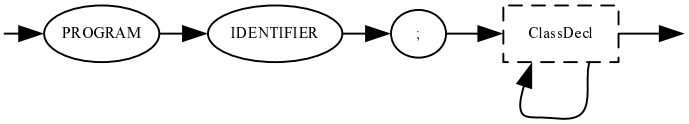
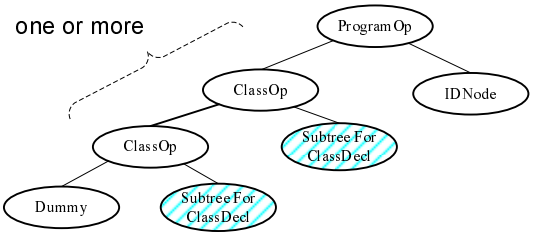
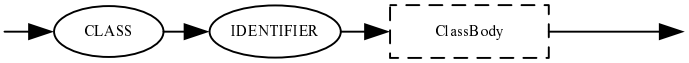
Legend:	dashed boxes → nonterminal symbols solid ellipsis → terminal symbols (tokens)	Legend:	eclipse → normal nodes shaded eclipse → subtree

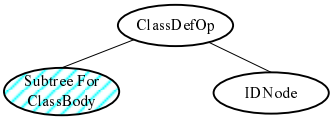
Program



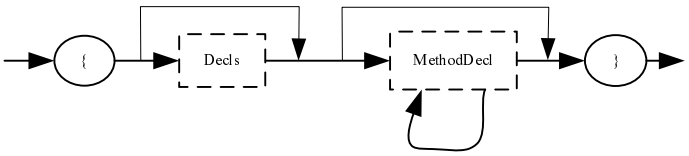


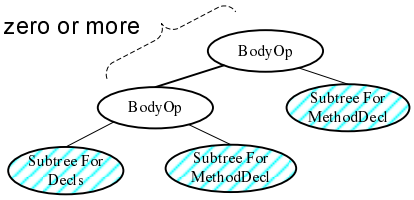
ClassDecl



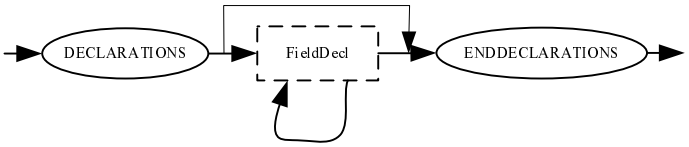


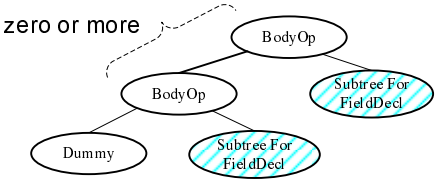
ClassBody



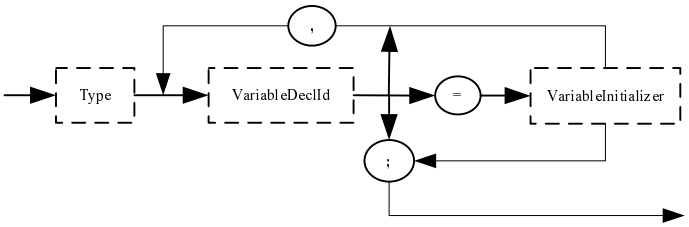


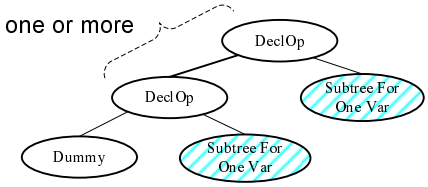
Decls



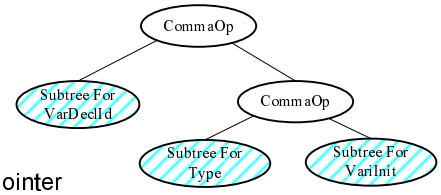


FieldDecl



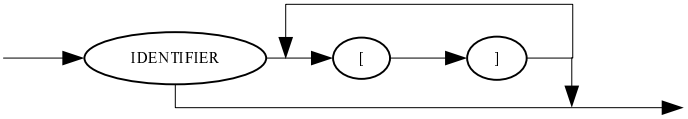


Each Var has the following subtree

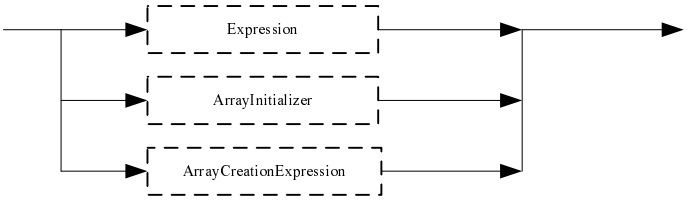


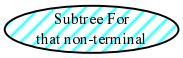
Type should be stored in a separate pointer (global variable) such that it may be used in building the *VariableInitializer* subtree.

VariableDeclId

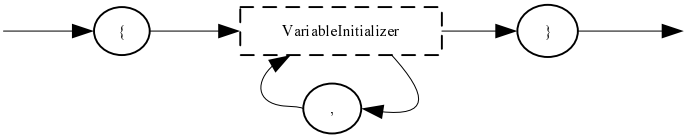


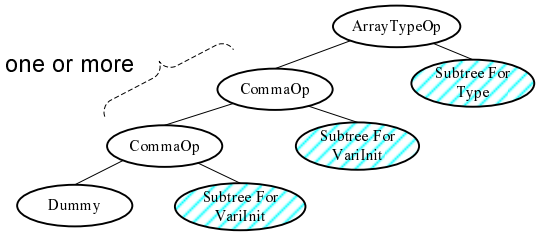
VariableInitializer



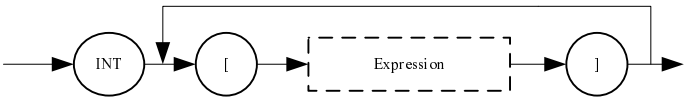


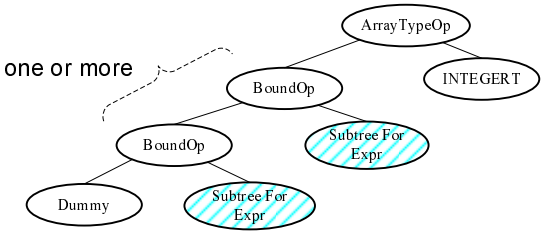
ArrayInitializer



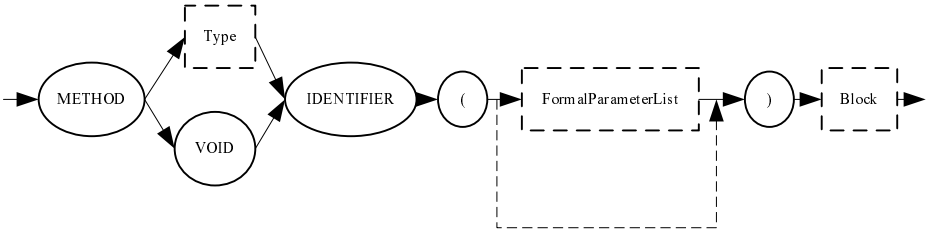


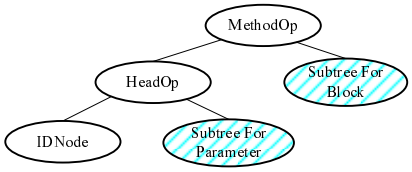
ArrayCreationExpression





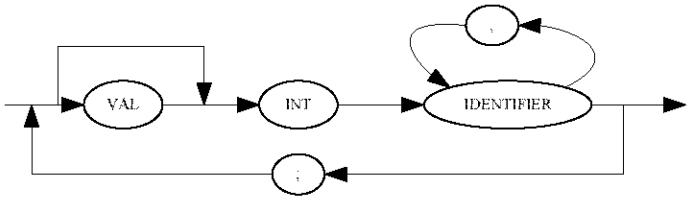
MethodDecl

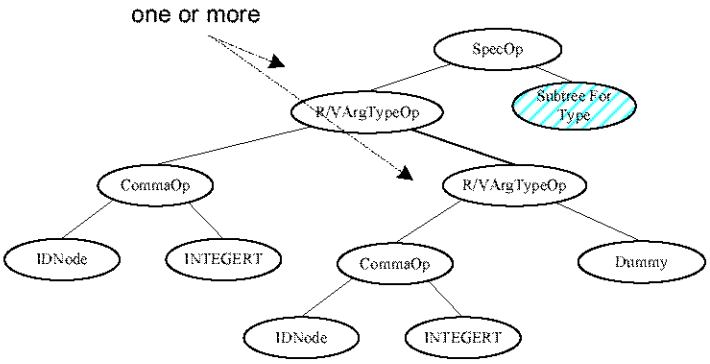




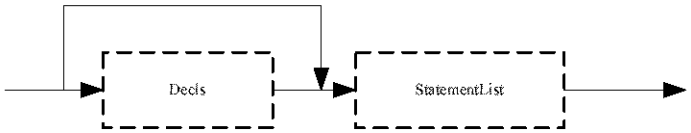
Type should be stored in a separate pointer (global variable) such that it may be used in building the *Parameter* and *Block* subtrees.

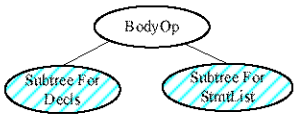
FormalParameterList



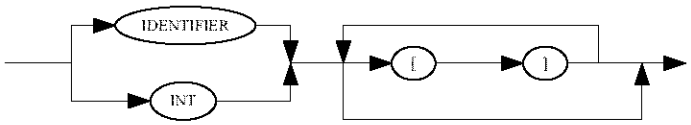


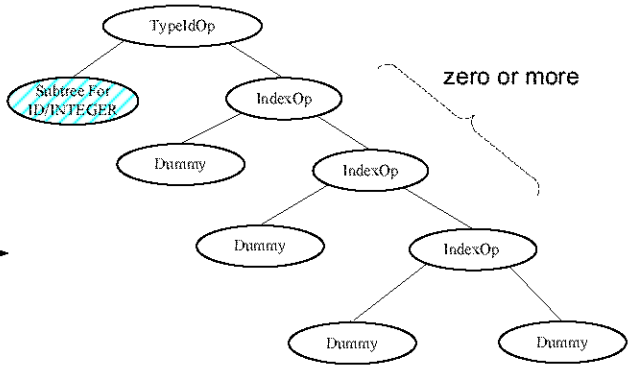
Block



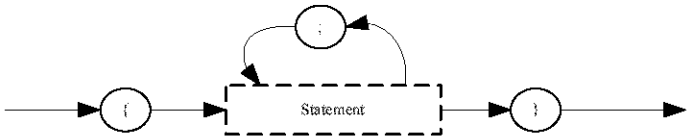


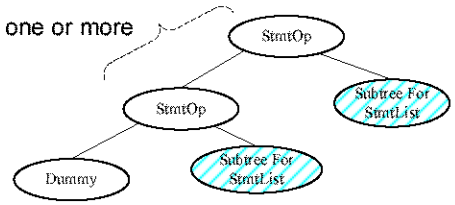
Type



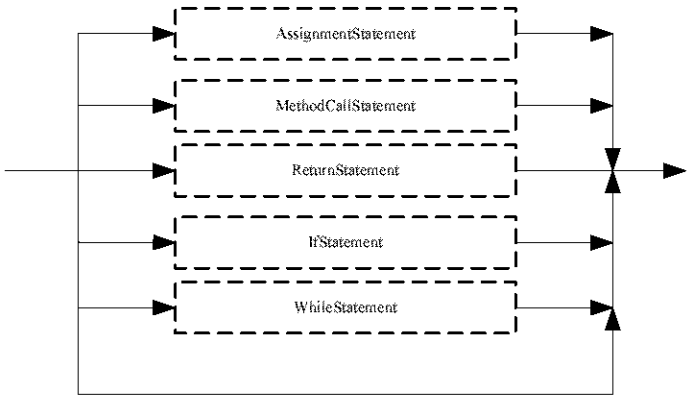


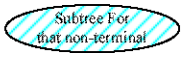
StatementList



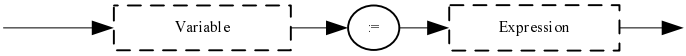


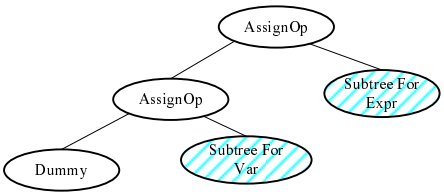
Statement



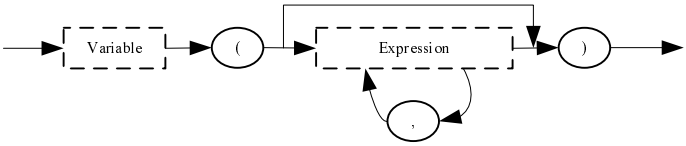


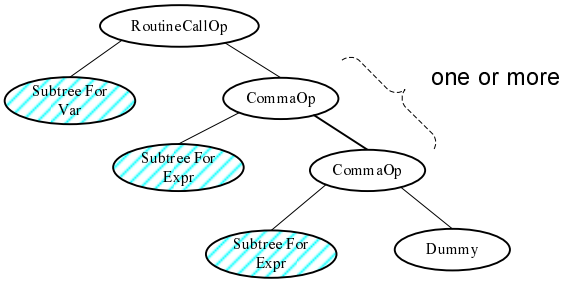
AssignmentStatement



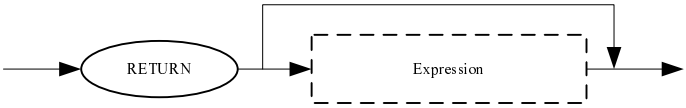


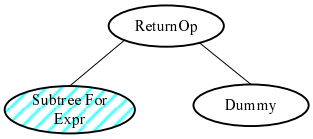
MethodCallStatement



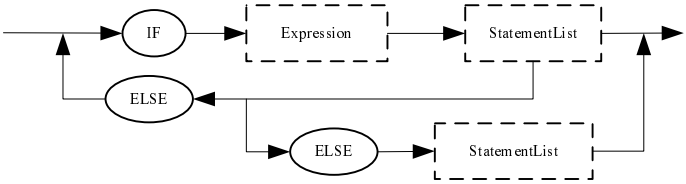


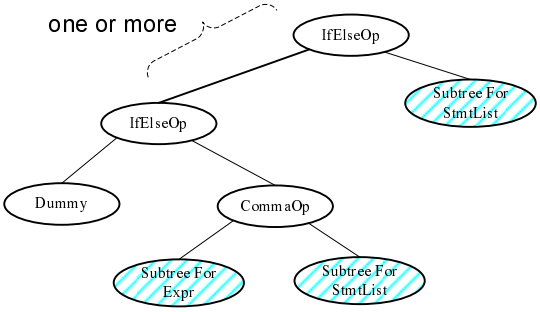
ReturnStatement



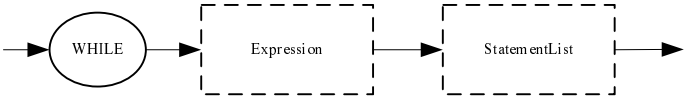


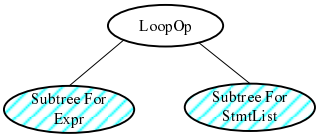
IfStatement



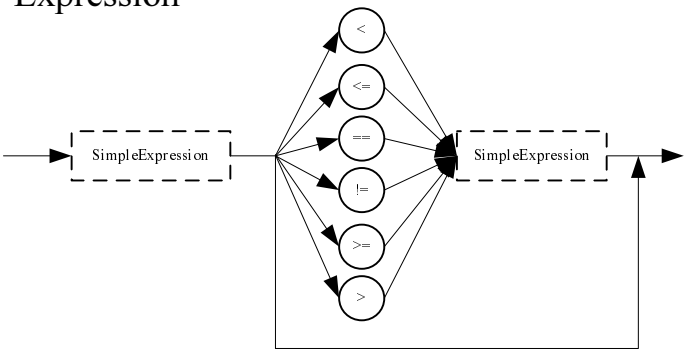


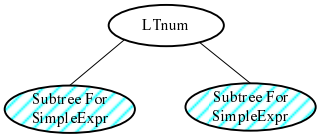
WhileStatement



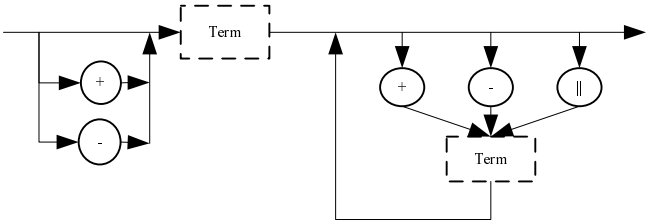


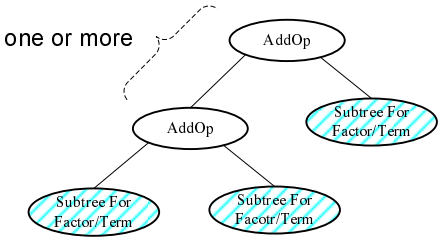
Expression



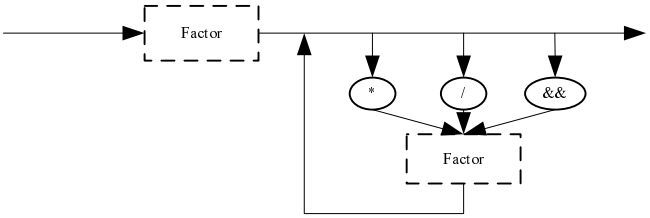


SimpleExpression

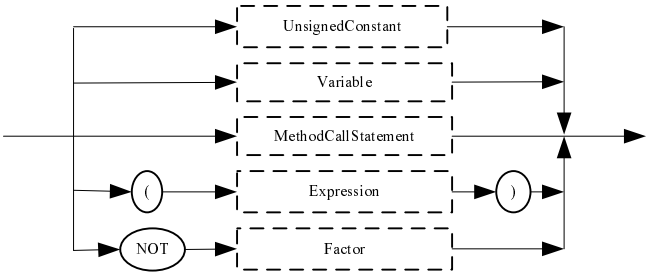


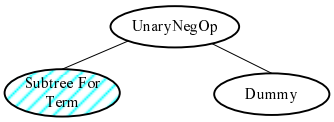


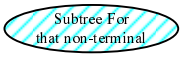
Term



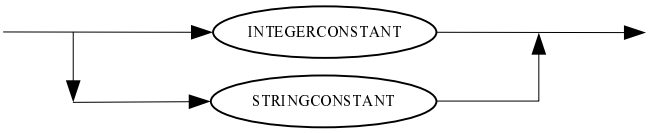
Factor

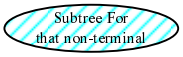






UnsignedConstant





Variable