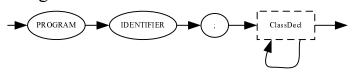
Legend:
 dashed boxes solid ellipsis
 → nonterminal symbols
 Legend:
 eclipse shaded eclipse
 → normal nodes

 + terminal symbols (tokens)
 + terminal symbols (tokens)
 shaded eclipse
 → subtree

Program



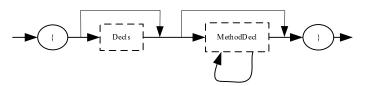
One or more ProgramOp ClassOp IDNode Subtree For ClassDed Oummy Subtree For Class Ded

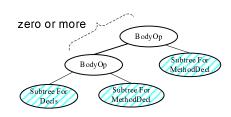
ClassDecl



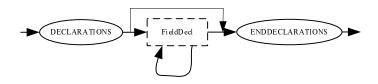


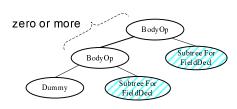
ClassBody



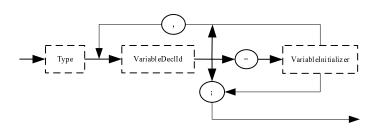


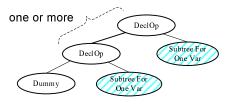
Decls



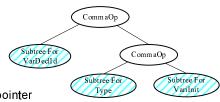


FieldDecl



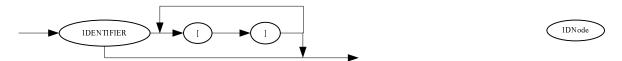


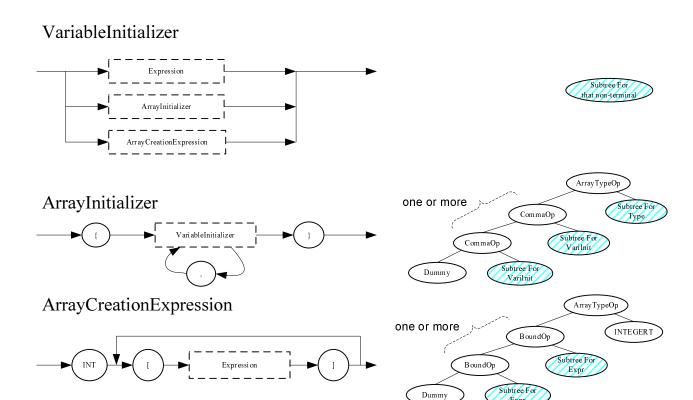
Each Var has the following subtree



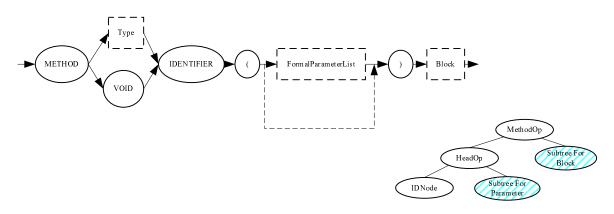
Type should be stored in a separate pointer (global variable) such that it may be used in building the *VariableInitializer* subtree.

VariableDeclId

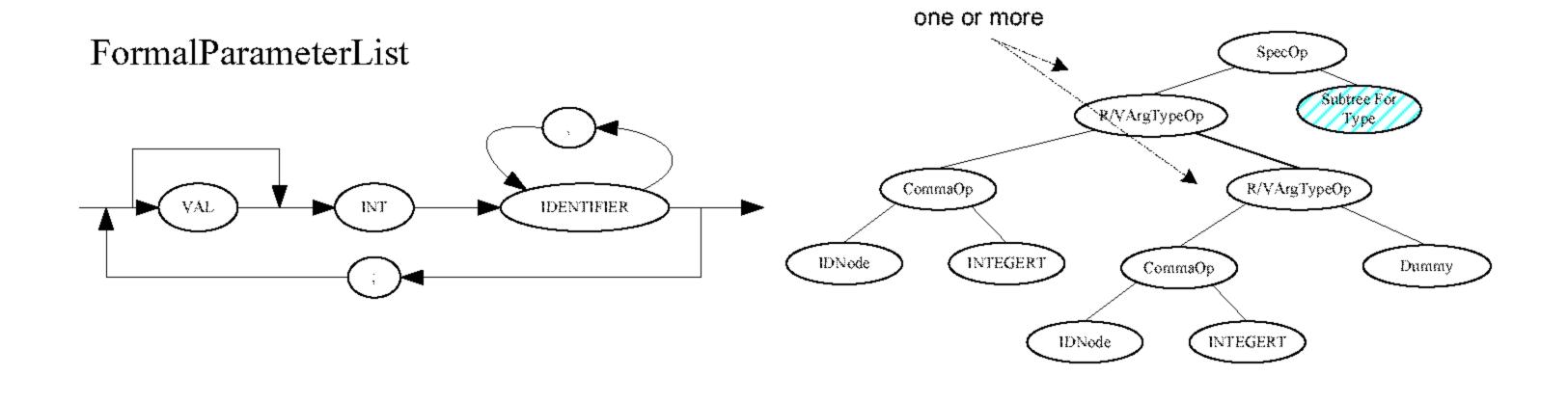




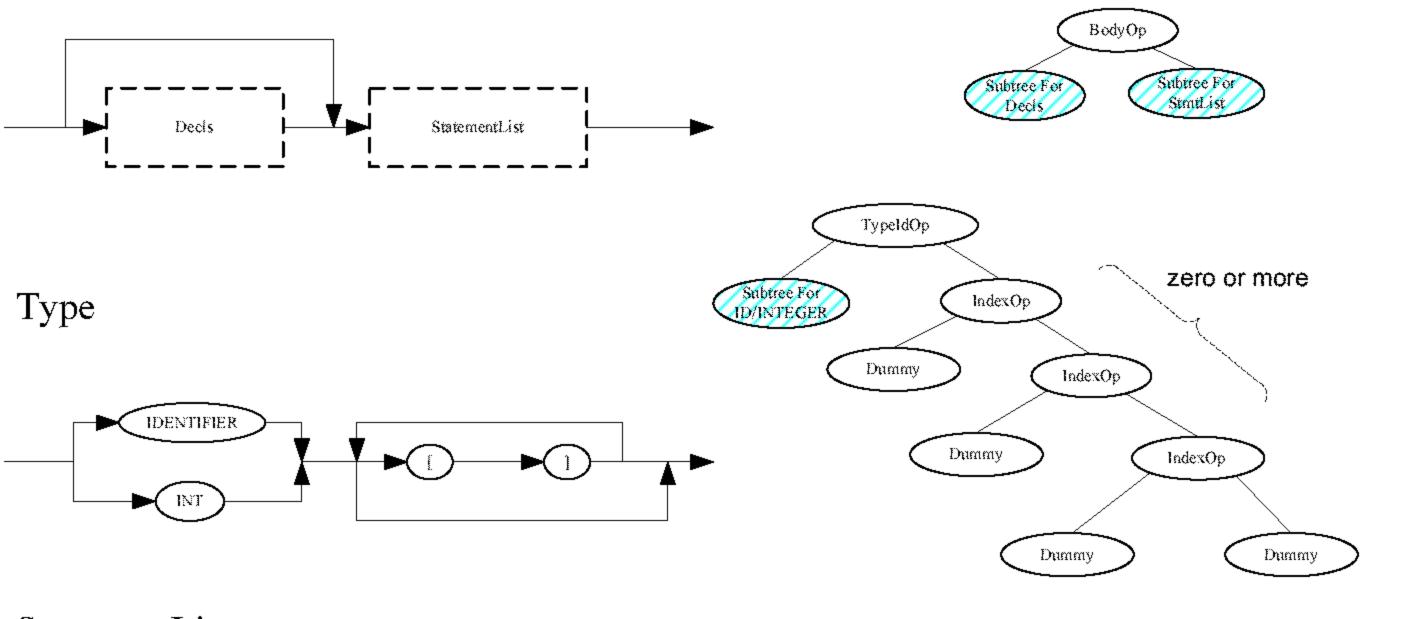
MethodDecl

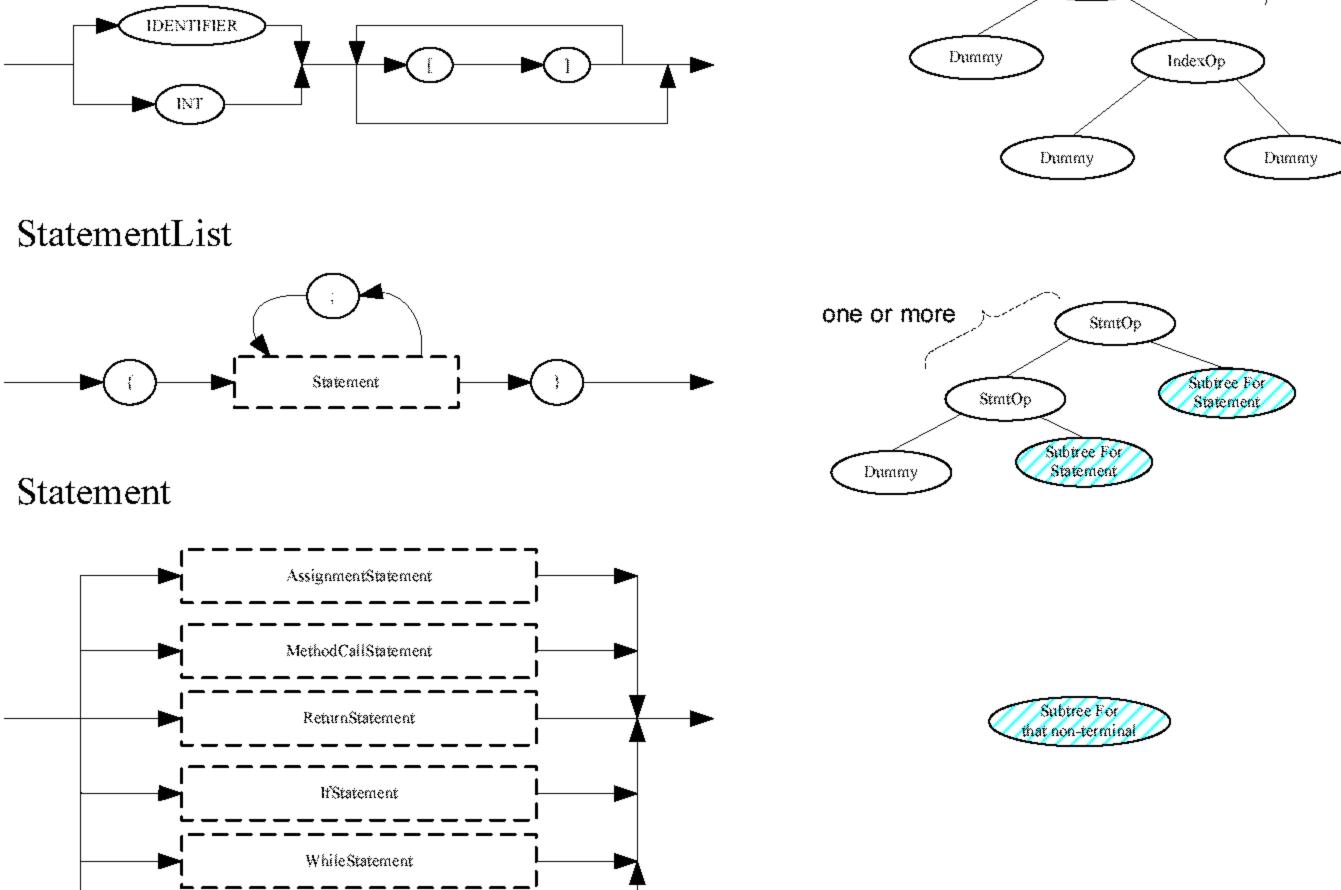


Type should be stored in a separate pointer (global variable) such that it may be used in building the *Parameter* and *Block* subtrees.

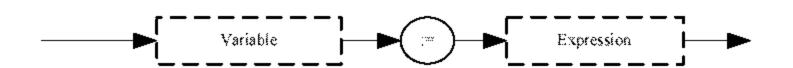


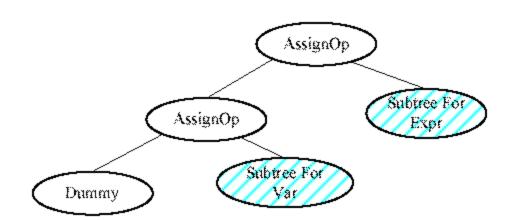
Block



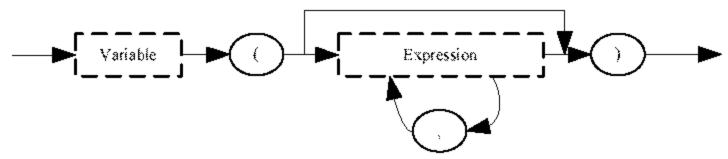


Assignment Statement

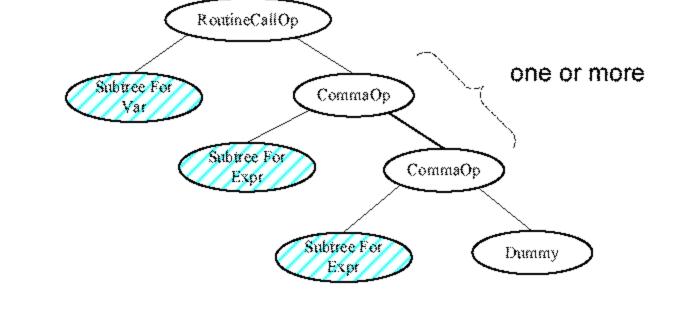


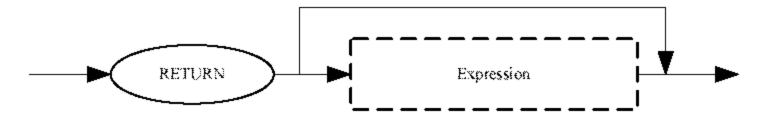


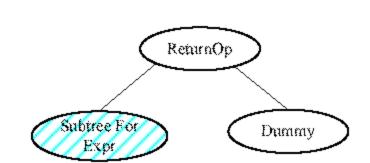
MethodCallStatement



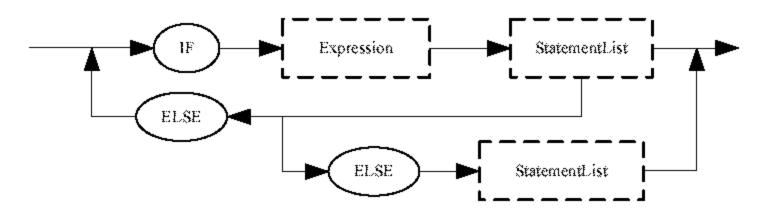
ReturnStatement

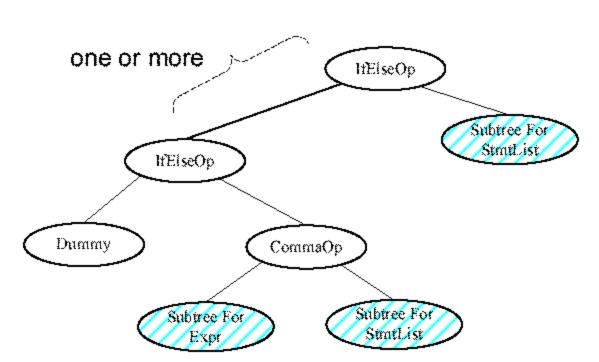




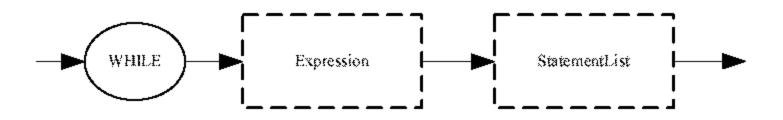


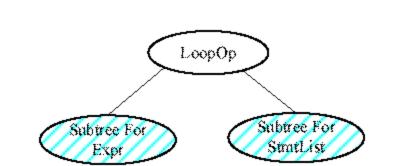
IfStatement

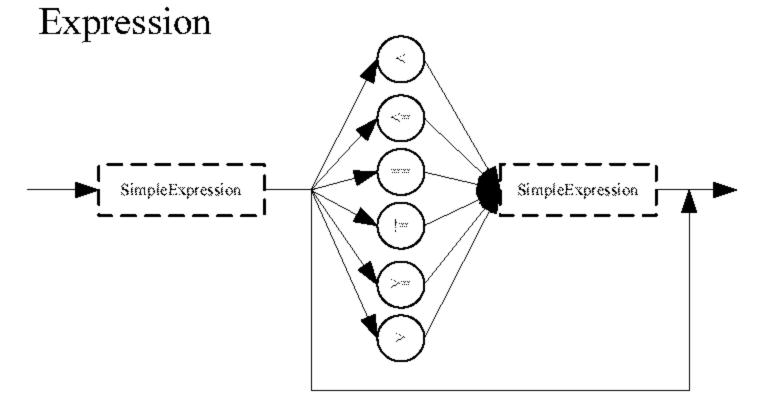


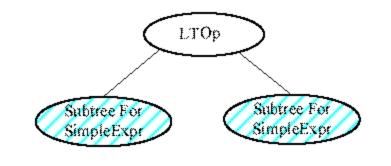


WhileStatement







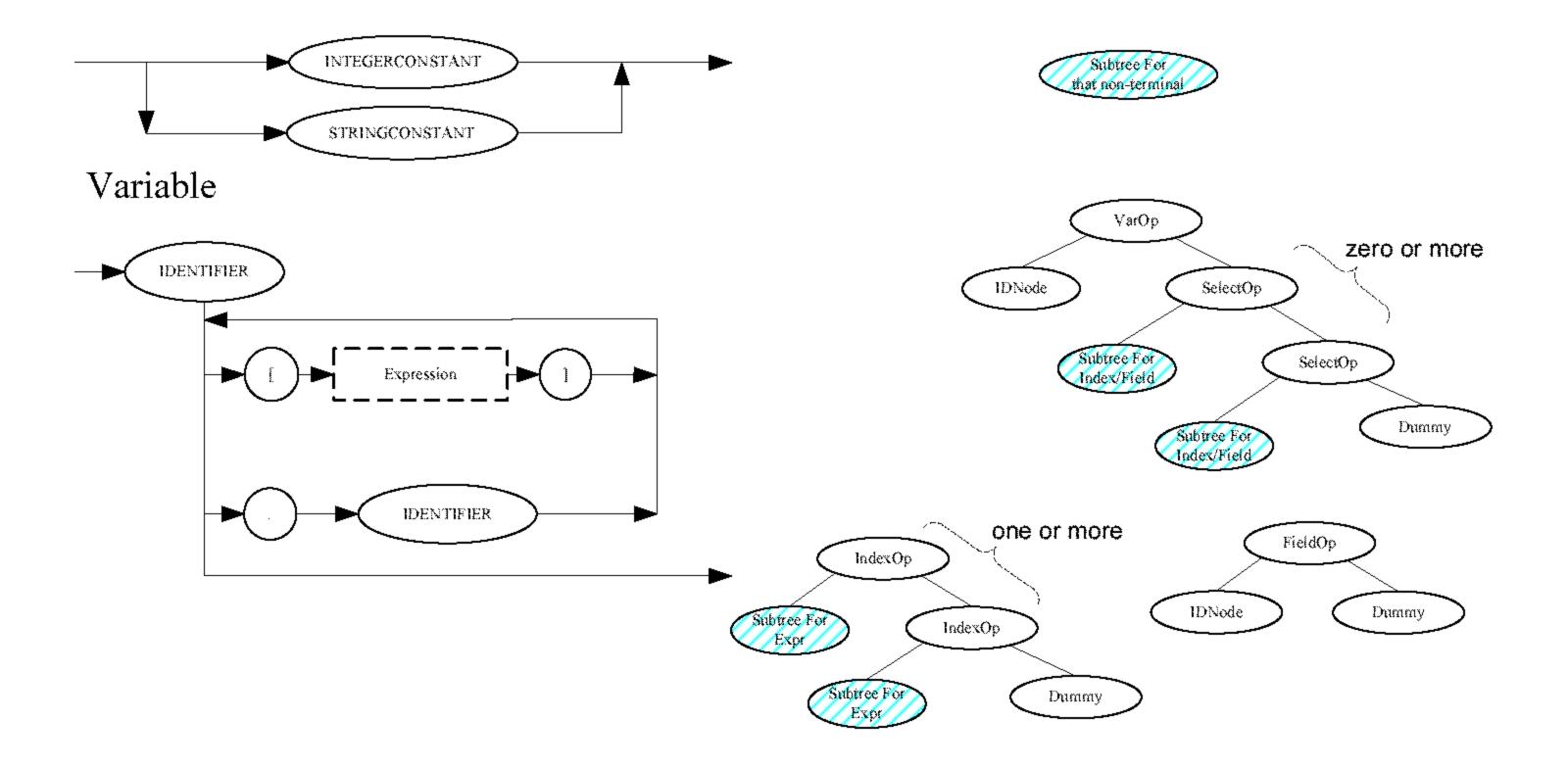


Simple Expressionone or more AddOp Term Subtree For Factor/Term AddOp Term Subtree For Facotr/Term Subtree For Factor/Term Factor UnaryNegOp Factor Subtree For Term Dummy UnsignedConstant Variable

Un signed Constant

MethodCaliStatement

Expression



Subtree For that non-terminal