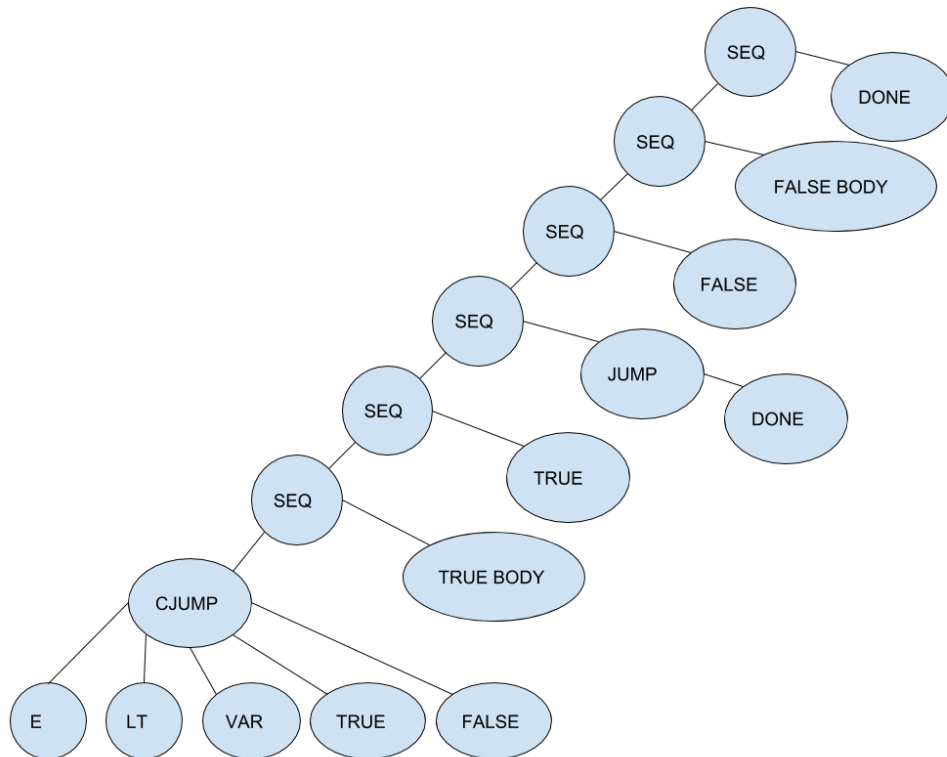# LIST OF TILES

Figure 1 If Else Tile
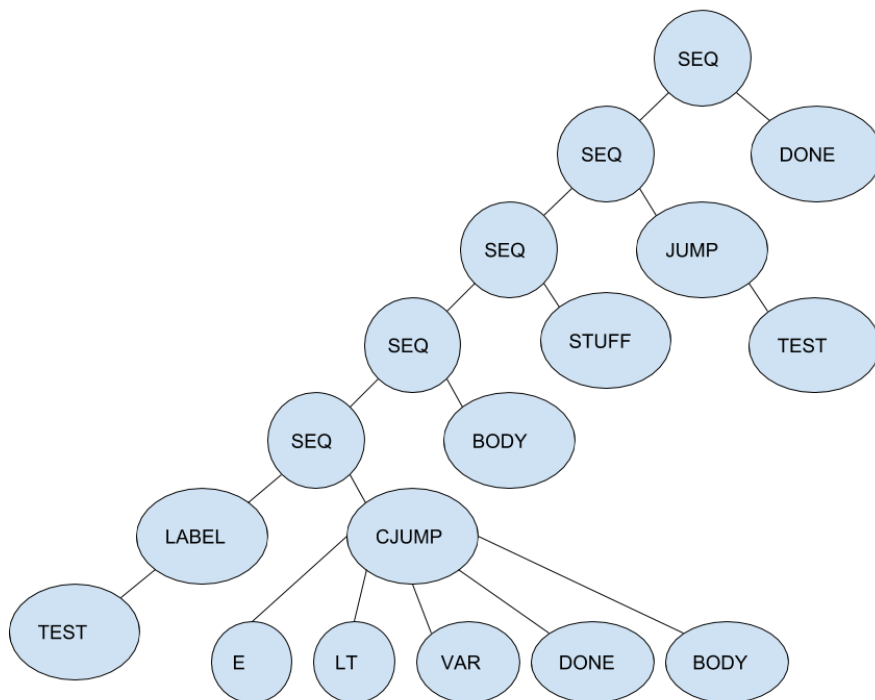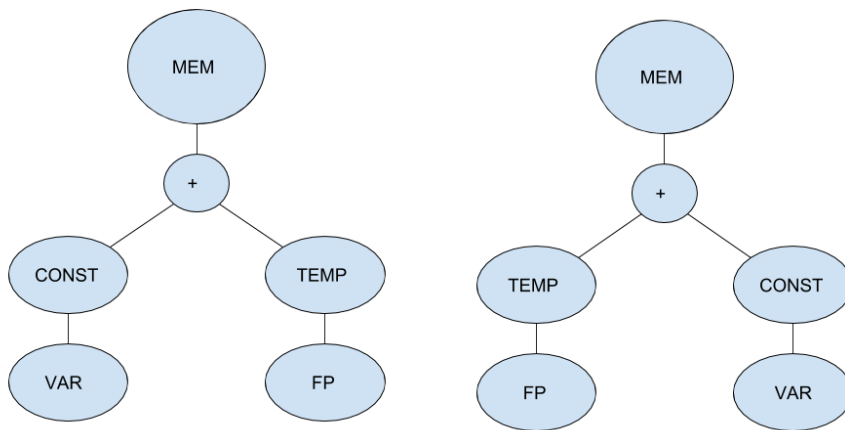

Figure 2 While Tile
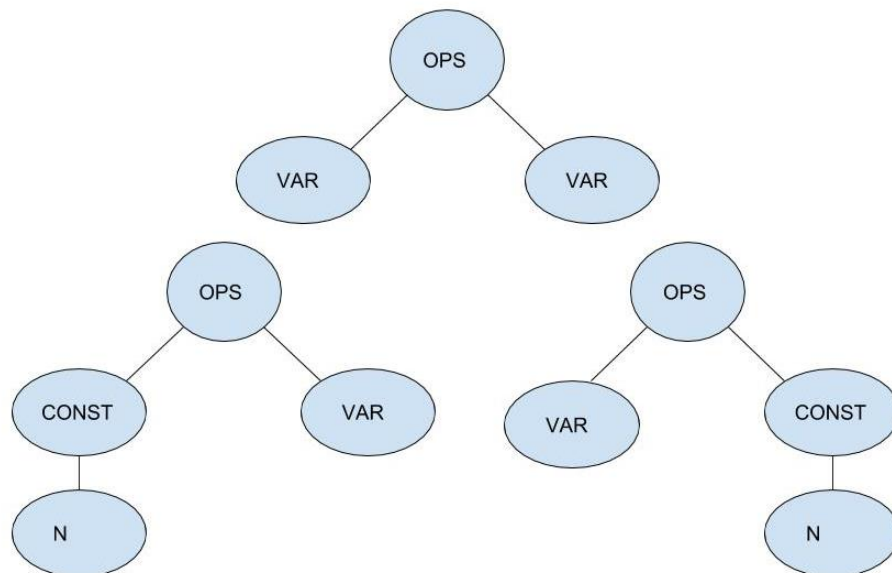
Figure 3 Variable Tile

Figure 4 Ops Tile

Figure 4 shows all the configurations for the basic numeric operations (+, - , *, /) tiles. OPS can be any of the following [+, -, *, /]
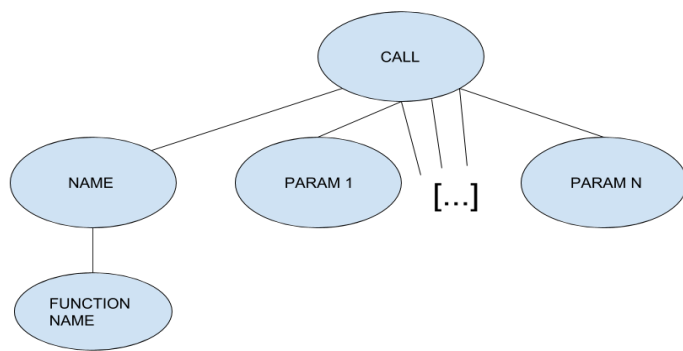
Figure 5 Functions

Figure 4 shows the basic configuration for the functions tile. Functions can have any name (including 'print'), and can have 0-n parameters
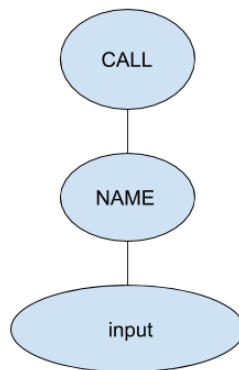

Figure 6 input tile

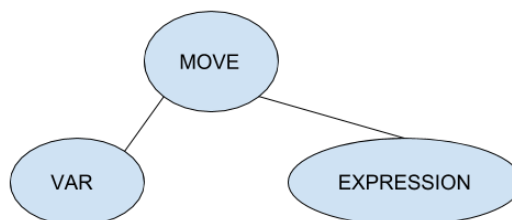Input is a special case of function, since it gets wrapped by eval()
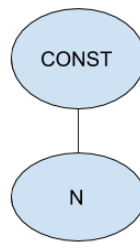

Figure 7 Move Tile

Var = Expression

Figure 8 Const tile