int y = x + w; int x = y;
\[ w = x + y + z; \]
int y = x + w; int x = y;

Note: not showing some of the “uninteresting” terminal symbols, to simplify the picture (they are still in the tree)
int y = 5 + 3; int x = y;

Note: not showing some of the “uninteresting” terminal symbols, to simplify the picture (they are still in the tree)
int p = ...; int q = ...; float r = ...; int s = ...;

<program>
  <stmtList> tbl: { }
  <stmt> tbl: { }
int p = ...; int q = ...; float r = ...; int s = ...;

```
<program>
    <stmtList> tbl:
        <stmt> tbl:
            <expr> tbl:
            <stmt> tbl:
            <expr> tbl:
        <stmt> tbl:
        <stmtList> tbl:
        <stmt> tbl:
            <expr> tbl:
            <stmt> tbl:
            <expr> tbl:
        <stmtList> tbl:
        <stmt> tbl:
            <expr> tbl:
```

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>p</td>
<td>INT</td>
</tr>
<tr>
<td>q</td>
<td>INT</td>
</tr>
<tr>
<td>r</td>
<td>FLOAT</td>
</tr>
</tbody>
</table>
float f (int x, int y) { int w = ... }
int g(int x) { ... }
float h() { ... }
int w(float f) { ... }

<program>
  <funcDefList> tbl:
    <funcDef> tbl:
      <varDecl> tbl:
        <formalDeclList> tbl:
          <funcDef> tbl:
            <stmtList> tbl:
              x INT
              y INT
              w INT
              ... ...

<funcDef> tbl:
  <funcDefList> tbl:
    <funcDef> tbl:
      <funcDefList> tbl:
        <funcDef> tbl:
          <funcDefList> tbl:
            <funcDef> tbl:
              <funcDefList> tbl:
                <funcDef> tbl:
                  <funcDefList> tbl:
                    <funcDef> tbl:
float f (int x, int y) {
    int w = x+y;
    { int p = w+1; int q = p+x; ... }
    w = w+1;
    { float w = f(x,y); float p = w; ... }
}