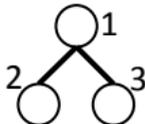
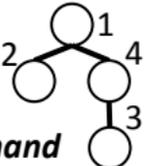
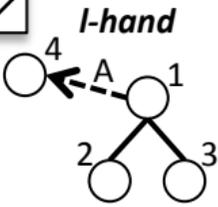
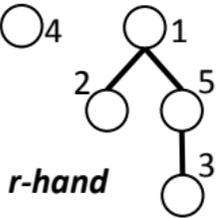
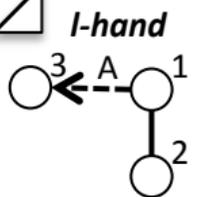
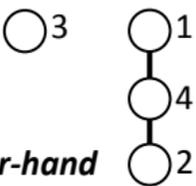


<p><b><i>l-hand</i></b></p> 	<p><b><i>r-hand</i></b></p> 	<p><b>Node types &amp; reference attribute names</b></p> <table border="0"> <tr> <td>① Binary expression</td> <td>③ Expression</td> </tr> <tr> <td>② Expression</td> <td>④ Real cast</td> </tr> </table>	① Binary expression	③ Expression	② Expression	④ Real cast	<b>Binary expression</b>
① Binary expression	③ Expression						
② Expression	④ Real cast						
<p><b>Condition:</b> <math>Type(②) = Real \wedge Type(③) = Integer</math></p>							

<p><b><i>l-hand</i></b></p> 	<p><b><i>r-hand</i></b></p> 	<p><b>Node types &amp; reference attribute names</b></p> <table border="0"> <tr> <td>① Assignment</td> <td>④ Declaration</td> </tr> <tr> <td>② Terminal (l-hand)</td> <td>⑤ Real cast</td> </tr> <tr> <td>③ Expression</td> <td>←A- Declaration</td> </tr> </table>	① Assignment	④ Declaration	② Terminal (l-hand)	⑤ Real cast	③ Expression	←A- Declaration	<b>Assignment</b>
① Assignment	④ Declaration								
② Terminal (l-hand)	⑤ Real cast								
③ Expression	←A- Declaration								
<p><b>Condition:</b> <math>Type(④) = Pointer(Real) \wedge Type(③) = Integer</math></p>									

<p><b><i>l-hand</i></b></p> 	<p><b><i>r-hand</i></b></p> 	<p><b>Node types &amp; reference attribute names</b></p> <table border="0"> <tr> <td>① Return statement</td> <td>③ Procedure declaration</td> </tr> <tr> <td>② Expression</td> <td>④ Real cast</td> </tr> <tr> <td></td> <td>←A- Containing procedure</td> </tr> </table>	① Return statement	③ Procedure declaration	② Expression	④ Real cast		←A- Containing procedure	<b>Procedure return</b>
① Return statement	③ Procedure declaration								
② Expression	④ Real cast								
	←A- Containing procedure								
<p><b>Condition:</b> <math>Return-type(③) = Real \wedge Type(②) = Integer</math></p>									