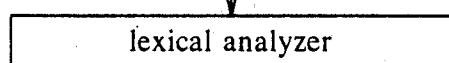
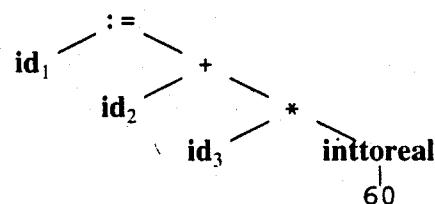
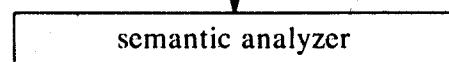
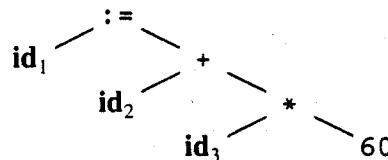
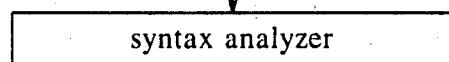


position := initial + rate \* 60



id<sub>1</sub> := id<sub>2</sub> + id<sub>3</sub> \* 60



↓  
intermediate code generator

temp1 := inttoreal(60)  
temp2 := id3 \* temp1  
temp3 := id2 + temp2  
id1 := temp3

↓  
code optimizer

temp1 := id3 \* 60.0  
id1 := id2 + temp1

↓  
code generator

MOVF id3, R2  
MULF #60.0, R2  
MOVF id2, R1

SYMBOL TABLE

1	position	...
2	initial	...
3	rate	...
4		