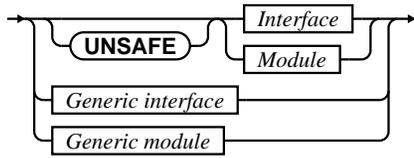
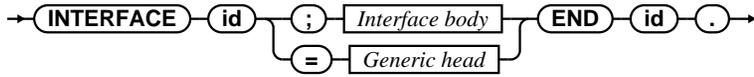


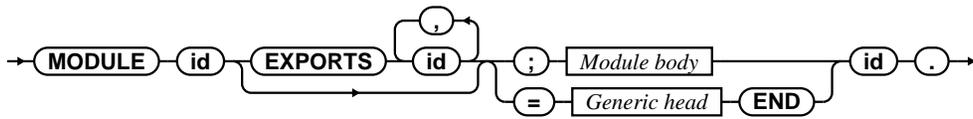
Compilation unit



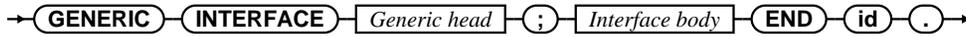
Interface



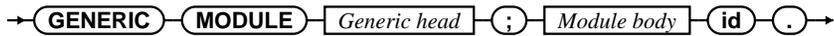
Module



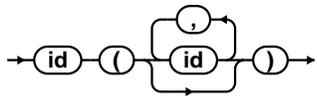
Generic interface



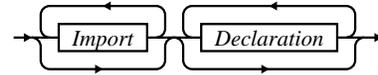
Generic module



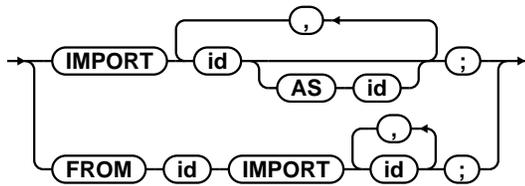
Generic head



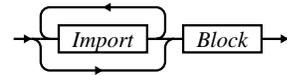
Interface body



Import



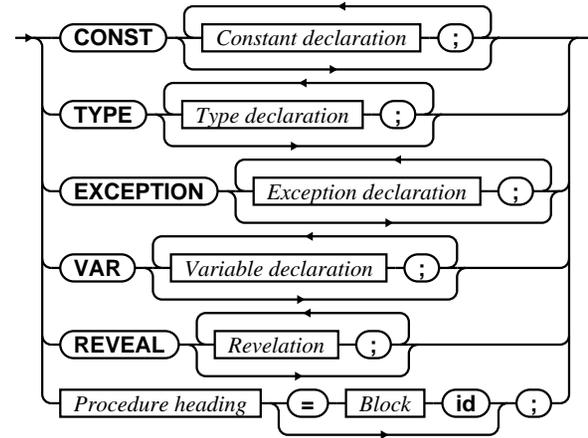
Module body



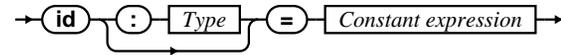
Block



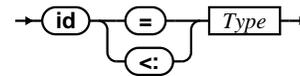
Declaration



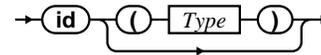
Constant declaration



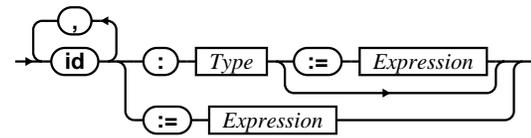
Type declaration



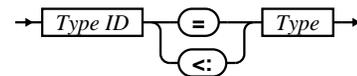
Exception declaration



Variable declaration

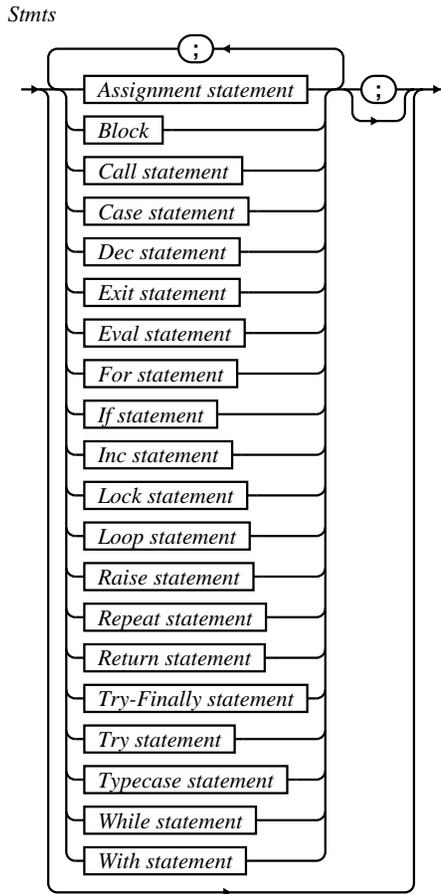


Revelation

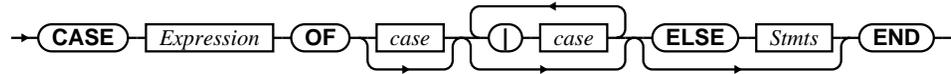


Procedure heading





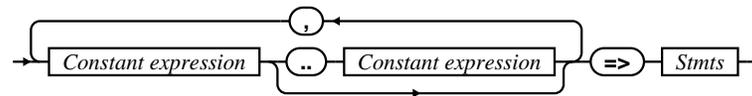
*Case statement*



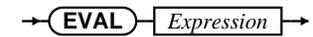
*Exit statement*



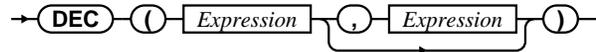
*case*



*Eval statement*



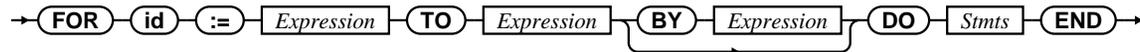
*Dec statement*



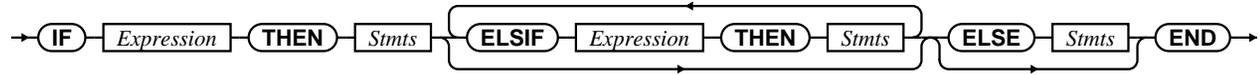
*Inc statement*



*For statement*



*If statement*



*Lock statement*



*Loop statement*



*Raise statement*



*Repeat statement*



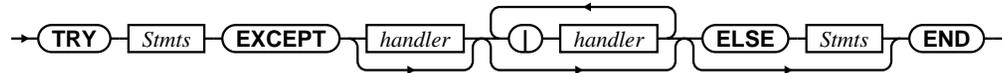
*Return statement*



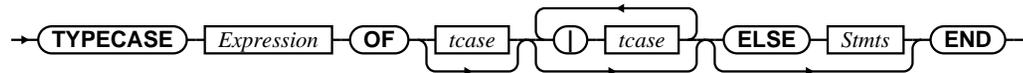
*Try-Finally statement*



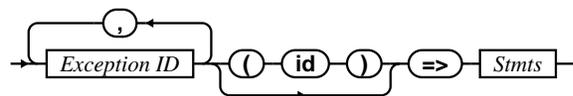
*Try statement*



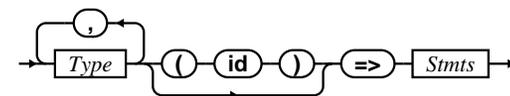
*Typecase statement*



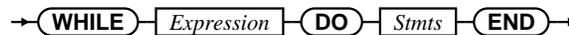
*handler*



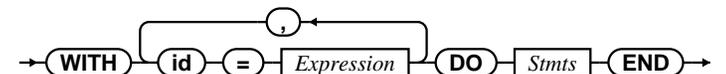
*tcase*



*While statement*



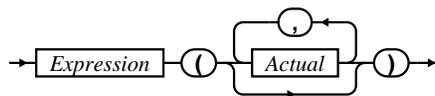
*With statement*



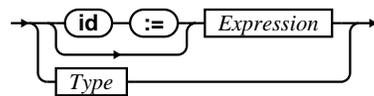
*Assignment statement*

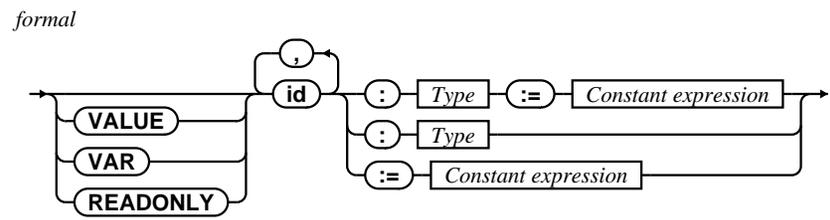
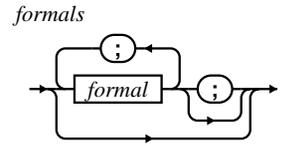
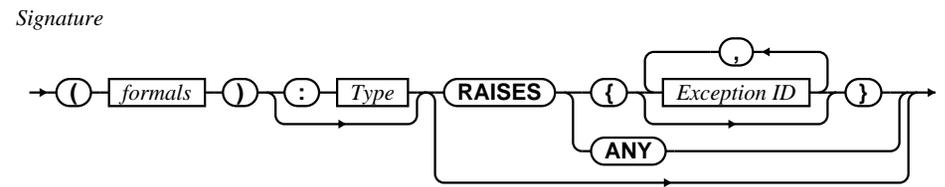
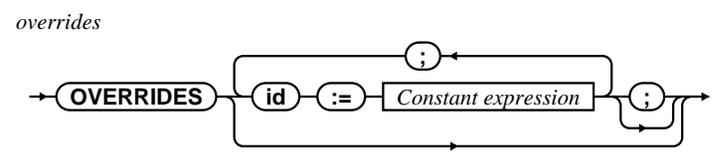
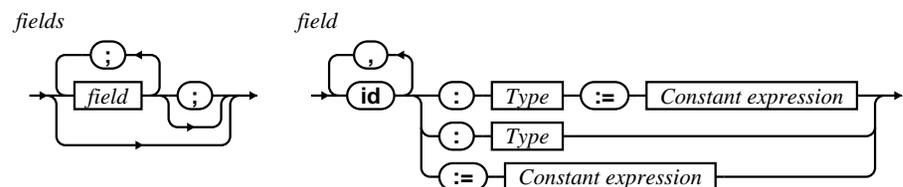
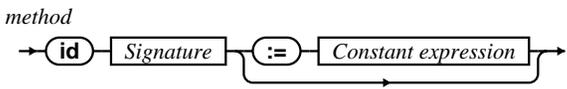
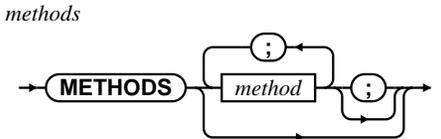
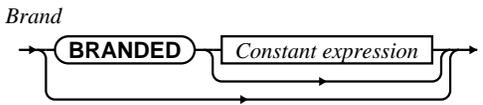
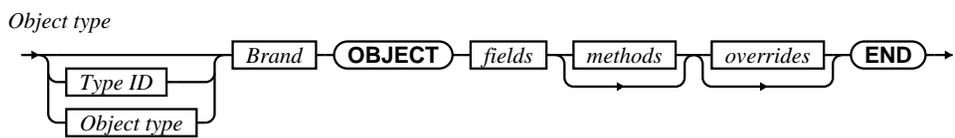
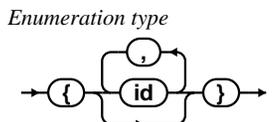
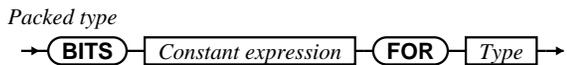
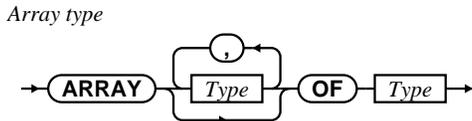
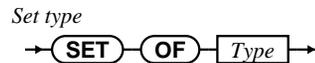
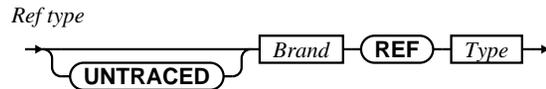
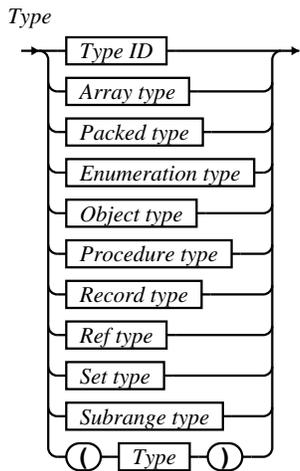


*Call statement*

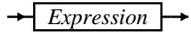


*Actual*

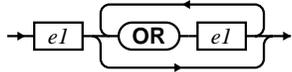




Constant expression



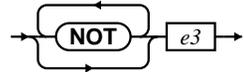
Expression



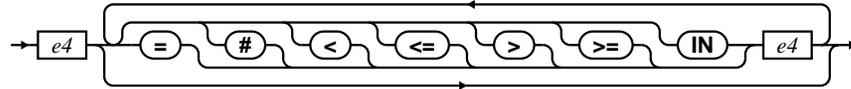
e1



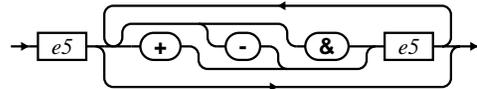
e2



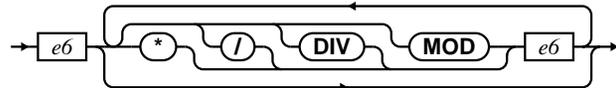
e3



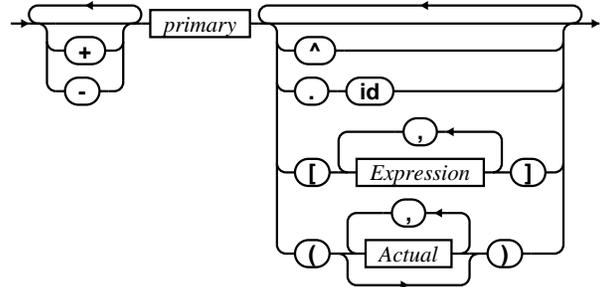
e4



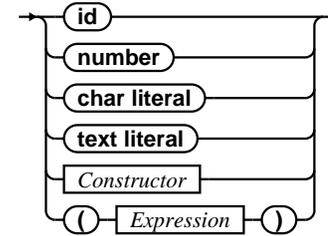
e5



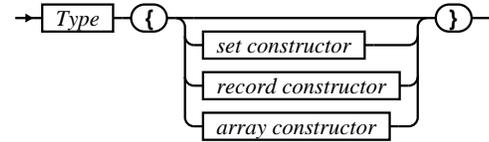
e6



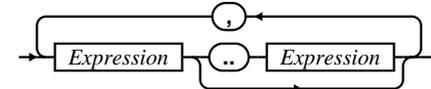
primary



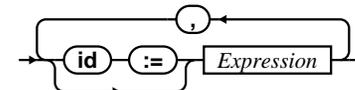
Constructor



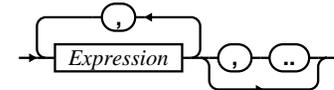
set constructor



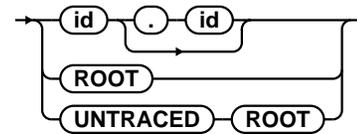
record constructor



array constructor



Type ID



Exception ID

