

Declarations for Pass 3a

*** Compilers 31/7/76

```

static
§s
    NumTable      = 0
5    Stack        = 0
    StackPtr      = 0
    StackBase     = 0

    Buffer         = DUMMY
10   BufferType    = DUMMY
    BufferLine     = 0
    VHN           = UNSET
    VSSP          = -1

    SwitchVec     = 0
15   CaseGen      = UNSET
    InRt          = false
    BHN           = UNSET
    CHN           = UNSET
20   EHN          = UNSET
    LHN           = UNSET

                || setting globals:
    NormalOutput  = 0
25   CellOutput   = 0
    OutputVec     = UNSET
    ShuntVec      = UNSET
    NonRecVec     = UNSET
    NonRecDef     = false
30   PresentOutput = 0
    FHN           = UNSET
    LastRelExt    = false
    SSP           = -1
§s
35
manifest
§m
    RAND = 0
    RATOR = -1

40
    RIGHT = false
    LEFT  = true

    Abs[x] = (x < 0 → -x, x)
45
    StackSize[] = (StackPtr - StackBase)

    IsBool[x] = (x = true ∨ x = false)

50   BoolValueonStack[] =
        (FHN = UNSET ∧ StackSize[] > 0 ∧ IsBool[Stack↓StackPtr])
§m

```
