as1globals.h Page 1 of 1

```
/* chad c d clark < clarkch @ cpsc . ucalgary . ca >
 * cpsc 411
               lec ??
 * winter 2002 lab 02
 * assignment #1 - a first stab.
 * file: as1globals.h
 * purpose: defines the global variables to be used.
 * /
/* this holds the type of token we are currently looking at
 * (ie dealing with).
 * /
int curr_token = -1;
/* this is used for the labels in the code generation stage. */
int label_counter = 1;
/* set PRINT_STREE to 1 to have main print out the tree
 * set PRINT_STREE to 0 to have main not print out the tree
 * /
#define PRINT_STREE 0
/* set FINAL to 1 to turn off some usefull printf()'s that we don't
* want to see in the final output of this project.
 * set it to zero otherwize (when developing).
 */
\# define FINAL 1
```