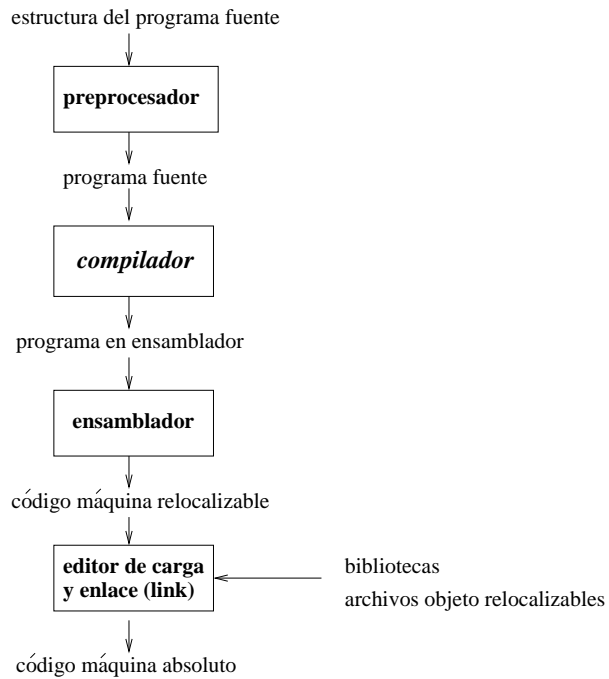
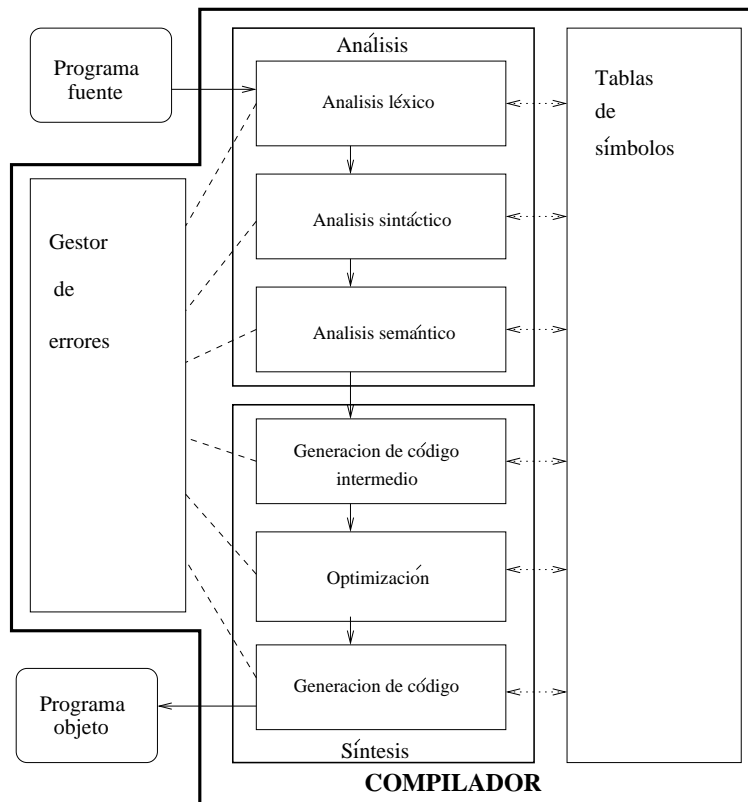


1. Entorno de la compilación



2. Estructura de un compilador



3. Fases de compilación

