|  |  |  |
| --- | --- | --- |
| **State** | **Command** | **Token** |
| 0 | Not command, is init |  |
| 1 | Not command, is for recursive |  |
| **Commandos Simples** | | |
| 2 | assigntTo | a |
| 3 | goto | g |
| 4 | move | l |
| 5 | turn | t |
| 6 | face | f |
| 7 | put | p |
|  | pick | p |
| 9 | moveToThe | m |
| 10 | moveInDir | M |
|  | jumpToThe | m |
|  | jumpInDir | M |
| 13 | nop | n |
| **Comandos estructurales** | | |
| 14 | VARS | K |
| 15 | ROBOT\_R | X |
| 16 | PROCS | P |
| **Comandos Condicionales** | | |
| 17 | if | I |
| 18 | then | T |
| 19 | else | G |
| **Comandos Ciclos** | | |
| 20 | while | w |
| 21 | do | d |
| 22 | repeat | r |
| **Condiciones** | | |
| 23 | canPut | C |
|  | canPick | C |
| 24 | canMoveInDir | q |
|  | canJumpInDir | q |
| 25 | canMoveToThe | Q |
|  | canJumpToThe | Q |
| 26 | not | z |
| 27 | facing | c |
| **Direcciones** | | |
| 29 | north | B |
|  | south | B |
|  | east | B |
|  | west | B |
| 30 | right | D |
|  | front | D |
|  | back | D |
|  | left | D |
|  | around | D |
| **Elementos** | | |
| 31 | [NUMBER] | # |
| 32 | [ | [ |
| 33 | ] | ] |
| 34 | : | : |
| 35 | , | , |
| 36 | ; | ; |
| 37 | | | | |
| 38 | Var UPPER | V |
|  | Var LOWER | V |
| 39 | balloons | Y |
|  | chips | Y |
|  |  |  |

**Estados gramáticales**

|  |  |
| --- | --- |
| **State** | **Definition** |
| CM | Command: Se usa para crear el estado de los comandos internos simples. |
| BG | Begin: se usa para que del estado 18 se verifique completamente el VX. |
| NM | NoMore: Se usa para que en comandos de solo 2 slots, no reciban más por redundancia en la recursión. |
| CT | Condition |