基本算符

- <digit $> \rightarrow 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9$
- < letter> \rightarrow a | b | c | d | e | f | g | h | i | j | k | I | m | n | o | p | q | r | s | t | u | v | w | x | y | z | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z
- ullet <identifier> o <letter><identifier suffix>
- <identifier_suffix> → <letter> | <digit> | <identifier_suffix><letter> | <identifier_suffix><digit>
- <data type> \rightarrow int | float
- <assign_value> \rightarrow <int> | <float>
- <int $> \rightarrow <$ digit> | <int prefix> <int suffix>
- <int_prefix $> \rightarrow 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9$
- <int_suffix> → <digit> | <int_suffix><digit>
- ullet <float> o <int> . <int suffix>
- <operator> → + | | * | /
-

boolean op> \rightarrow >= | == | <=
- \bullet <empty> \rightarrow

程序主体

- $\bullet \ \ \, <\! program\! > \to <\! return_type\! >\! <\! entry\! >\! <\! block\! >$
- <return type> → void | <data type>
- <entry $> \rightarrow$ main
- <block> → { <statement_list> }
- <statement_list> → <statement> ; | * <statement_list><statement>
- <statement> → <declaration> | <assignment> | <condition> | <loop> | <trap> | <return>
- <declaration> \rightarrow <data_type><identifier> | <declaration> = <assign_value> | <declaration> , <identifier>
- <assign> → <identifier> = <expression> | <assign> = <expression>
- <expression> → <assign value> | <expression><operator><assign value>
- <condition> → if (<boolean>)<block> | <condition> else if <block> | <condition> else <block>
- $\langle \text{loop} \rangle \rightarrow \langle \text{while} \rangle | \langle \text{for} \rangle$
- <while> → while(<boolean>) <block>
- ullet <for> \rightarrow for (<for pre>; <boolean>; <assign>) <block>
- ullet <for_pre> o <declaration> | <assign> | <empty>
- <trap> → continue | break
- <boolean> → <bool agent><boolean op><bool agent>
- <bool_agent> → <identifier> | <assign_value>
- <return> → return <return value>
- <return_value> → <identifier> | <assign_value> | <empty>