**CFG**

S -> CODE

CODE -> VDECL CODE

CODE -> FDECL CODE

CODE -> ''

VDECL -> vtype id semi

VDECL -> vtype ASSIGN semi

ASSIGN -> id assign RHS

RHS -> EXPR

RHS -> character

RHS -> string

RHS -> boolstr

EXPR -> TERM addsub EXPR

EXPR -> TERM

TERM -> FACT multdiv TERM

TERM -> FACT

FACT -> num

FACT -> lparen EXPR rparen

FACT -> id

FDECL -> vtype id lparen ARG rparen lbrace BLOCK RETURN rbrace

ARG -> vtype id MOREARGS

ARG -> ''

MOREARGS -> comma vtype id MOREARGS

MOREARGS -> ''

BLOCK -> STMT BLOCK

BLOCK -> ''

STMT -> VDECL

STMT -> ASSIGN semi

STMT -> if lparen COND rparen lbrace BLOCK rbrace ELSE

STMT -> while lparen COND rparen lbrace BLOCK rbrace

COND -> boolstr COND\_EXPR

COND\_EXPR -> comp COND

COND\_EXPR -> ''

ELSE -> else lbrace BLOCK rbrace

ELSE -> ''

RETURN -> return RHS semi

**Terminals**

1. **vtype** for the types of variables and functions
2. **num** for signed integers
3. **character** for a single character
4. **boolstr** for Boolean strings
5. **string** for literal strings
6. **id** for the identifiers of variables and functions
7. **if, else, while,** and **return** for if, else, while, and return statements respectively
8. **addsub** for +, and -
9. **multidiv** for \*, and /
10. **assign** for assignment operators
11. **comp** for comparison operators
12. **semi** and **comma** for semicolons and commas respectively
13. **lparen, rparen, lbrace, and rbrace** for (, ), {, and } respectively

**Non-terminals (15)**

CODE, VDECL, ASSIGN, RHS, EXPR, FDECL, ARG, MOREARGS, BLOCK, STMT, COND, ELSE, RETURN, CDECL, ODECL

**Start symbol: COD**E