**FIRST AND FOLLOW**

**Main:**

First ==> devoid, DT, struct, global

Follow ==> $

**Pre\_main:**

First ==> devoid, DT, struct, global, epsilon

Follow ==> global

**Post\_main:**

First ==> devoid, DT

Follow ==> $

**body:**

First ==> DT, if, whilst, do, ID, return, ID

Follow ==> }

**mst:**

First ==> DT, if, whilst, do, ID, return, ID

Follow ==> }

**sst:**

First ==> DT, if, whilst, do, ID, return, ID

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID,

**return:**

First ==> return

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID

**Decl:**

First ==> DT

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID, devoid, DT, struct, global

**Decl\_p:**

First ==> assign\_op , ; , ID

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID, devoid, DT, struct, global

**size:**

First ==> ID, int\_const

Follow ==> ]

**Size\_p:**

First ==> ,

Follow ==> ]

**ID\_int:**

First ==> ID, int\_const

Follow ==> , , ] , )

**init:**

First ==> assign\_op

Follow ==> ; , ,

**Init\_p:**

First ==> ID

Follow ==> ; , ,

**A\_Init:**

First ==> assign\_op

Follow ==> ; , ,

**A\_Init\_p:**

First ==> }, ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const

Follow ==> ; , ,

**value:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const, epsilon

Follow ==> }

**Value1:**

First ==> , , epsilon

Follow ==> }

**A\_init2:**

First ==> { , epsilon

Follow ==> }

**Value2:**

First ==> , , epsilon

Follow ==> }

**list:**

First ==> ; , ,

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID, devoid, DT, struct, global

**List\_p:**

First ==> assign\_op, [

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID, devoid, DT, struct, global

**const:**

First ==> int\_const, float\_const, char\_const, string\_const

Follow ==> ; , , , muldiv\_op , mode\_op , addsub\_op, ; , , , }, ) , relat\_op , and\_op, or\_op

**OE:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const

Follow ==> ) , ;

**OE\_p:**

First ==> or\_op, epsilon

Follow ==> ) , ;

**AND:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const

Follow ==> or\_op , ) , ;

**AND\_p:**

First ==> and\_op , epsilon

Follow ==> or\_op , ) , ;

**RE:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const

Follow ==> AND\_OP, or\_op , ) , ;

**RE\_p:**

First ==> relat\_op , epsilon

Follow ==> AND\_OP, or\_op , ) , ;

**\*E:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const

Follow ==> ; , , , }, ) , relat\_op , and\_op, or\_op,

**E\_p:**

First ==> addsub\_op , epsilon

Follow ==> ; , , , }, ) , relat\_op , and\_op, or\_op,

**T:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const

Follow ==> addsub\_op, ; , , , }, ) , relat\_op , and\_op, or\_op,

**T\_p:**

First ==> muldiv\_op, mode\_op , epsilon

Follow ==> addsub\_op, ; , , , }, ) , relat\_op , and\_op, or\_op,

**F:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const

Follow ==> muldiv\_op , mode\_op , addsub\_op, ; , , , }, ) , relat\_op , and\_op, or\_op,

**F\_p:**

First ==> ( , incdec\_op , epsilon

Follow ==> muldiv\_op , mode\_op , addsub\_op, ; , , , }, ) , relat\_op , and\_op, or\_op,

**MDM:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const

Follow ==> ( , incdec\_op ,

**whilst:**

First ==> whilst

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID,

**AI:**

First ==> ; , epsilon

Follow ==> )

**assign:**

First ==> ID

Follow ==> )

**inc:**

First ==> ID, incdec\_op

Follow ==> )

**Body2:**

First ==> ; , { , DT, if, whilst, do, ID, return, ID

Follow ==> otherwise, }, otherwise, DT, if, whilst, do, ID, return

**If\_else:**

First ==> if

Follow ==> }, otherwise, DT, if, whilst, do, ID, return,

**Op\_else:**

First ==> otherwise, epsilon

Follow ==> }, otherwise, DT, if, whilst, do, ID, return,

**function:**

First ==> devoid, DT

Follow ==> devoid, DT, struct, global, epsilon, global, $

**type:**

First ==> devoid, DT

Follow ==> ID

**prmtrs:**

First ==> DT, epsilon

Follow ==> )

**M\_prmtrs:**

First ==> , , epsilon

Follow ==> )

**Func\_sign:**

First ==> devoid, DT

Follow ==> devoid, DT, struct, global, epsilon, global

**Func\_call:**

First ==> ID

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID,

**Prmtrs2:**

First ==> ID, (, incdec\_op, not\_op, int\_const, float\_const, char\_const, string\_const, epsilon

Follow ==> )

**M\_prmtrs2:**

First ==> , , epsilon

Follow ==> )

**stuct:**

First ==> struct

Follow ==> devoid, DT, struct, global, epsilon, global

**G\_decl:**

First ==> DT

Follow ==> devoid, DT, struct, global, epsilon, global

**do\_whilst:**

First ==> do

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID,

**assignement:**

First ==> ID

Follow ==> }, otherwise, DT, if, whilst, do, ID, return, ID,