listaCom -> comando recursaoComand

recursaoComand -> listaCom | comando

comando-> while | for | if | dowhile | atribuicao <PT-VIR>| switch

while -> <WHILE> <AP> exp <FP> bloco

dowhile -> <DO> bloco <WHILE> <AP> exp <FP> <PT-VIR>

atribuicao -> <VAR> <OP-IG> exp

If -> <IF> <AP> exp <FP> bloco

for -> <FOR> <AP> atribuicao <PT-VIR> exp <PT-VIR> atribuicao <FP> bloco

switch -> <SWITCH> <AP> exp <FP> case

case -> <CASE> caractere <DP> listaCom <PT-VIR> case

caractere -> <AA> <VAR> <FA> | <NUM> | <VAR>

bloco -> <AC> listaCom <FC> | comando

exp -> <AP> exp <FP> s

|<NUM> s

|<VAR> s

|<OP-UN> exp s

|<OP-BI-UN>exp s

s -> op exp s | lambda

op -> <OP-BI> | <OP-BI-UN>

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

<NUM> = ( 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 )+

<VAR> = ( a | b | ... | z | A | B | ... | Z )+

<OP-BI> = { \* | / | % | < | > | <= | >= | == | != | && | || }

<OP-BI-UN> = {+ | -}

<OP-UN> = { ! }

<OP-IG> = { = }

<DP> = { : }

<PT-VIR> = { ; }

<AA> = { ‘ }

<FA> = { ’ }

<AC> = { { }

<FC> = { } }

<AP> = { ( }

<FP> = { ) }

<WHILE> = { while }

<DO> = { do }

<IF> = { if }

<SWITCH> = { switch }

<CASE> = { case }