PCL GRAMMAIRE

```
<fichier> = with Ada.Text_I0; use Ada.Text_I0;
procedure <ident> is <decl>*
begin <instr>* end <ident>?; EOF
<decl> = type <ident> ;
| type <ident> is access <ident>;
| type <ident> is record <champs>+ end record;
| <ident>+, : <type> (:= <expr>)?
| procedure <ident> <params>? is <decl>*
begin <instr>+ end <ident>?
| function <ident> <params>? return <type> is <decl>*
begin <instr>+ end <ident>?
<champs> = <ident>+, : <type>;
<type> = <ident>
| access <ident>
<params> = (<param>+; )
<param> = <ident>+, : <mode>? <type>
<mode> = in
| in out
<expr> = <entier> | <caractère> | true | false | null
| (<expr>)
| <accès>
| <expr> <opérateur> <expr>
| <expr>
| not <expr>
| new <ident>
| <ident> (<expr>+,)
| character' val (<expr>)
<intr> = <accès> := <expr>;
| <ident>
| <ident> (<expr>+,);
| return <expr>?;
| begin <instr>+ end
```

```
| if <expr> then <instr>+ (elsif <expr> then <instr>+)*
(else <instr> +)? end if;
| for <ident> in reverse? <expr> .. <expr>
loop <instr>+ end loop;
| while <expr> loop <instr>+ end loop;

<opérateur> ::= = |/= | *< | *<= | >** | >**= | + | - | * | / | rem |
| and | and then | or | or else

<accès> ::= <ident> | <expr> . <ident>
<ident> ::= <alpha> (<alpha> | <chiffre> | _ )*

<alpha> ::= [a-z|A_Z]

<entier> ::= <chiffre>+

<chiffre> ::= [0-9]

<caractère> ::= '<ASCII>'
```

<ASCII> ::= SPC | ! | " | # | \$ | % | & | ' | (|) | * | + | , | - | . | / | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | : | ; | < | = |
> | ? | @ | 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 | [| \ |]
| ^ | _ | ` | 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 | { | | | } | ~ |

	Premiers	Suivants
Fichiers	with	\$
Decl	type, a-z, A-Z, procedure, function	type, a-z, A-Z, procedure, function
Champs	a-z, A-Z	end, a-z, A-Z
Туре	a-z, A-Z, access	(, is, ;,
Params	(
Param	a-z, A-Z	
Mode	in	
Expr	a-z, A-Z, 0-9, ', true, false, null, (, not, new, character'	
Instr	a-z, A-Z, 0-9, ', true, false, null, (, not, new, character' return, begin, if, for, while	
Opérateur	=, /=, <, <=, >, >=, +, -, *, , rem, and, and then, or, or else	
Accès	a-z, A-Z, 0-9, ', true, false, null, (, not, new, character'	

	Premiers	Suivants
Ident	a-z, A-Z	(, is, ;,
Alpha	a-z, A-Z	
Entier	0-9	
Chiffre	0-9	
Caractère	1	
ASCII	ASCII	