# 测试结果展示

# 测试样例1

```
void main(){
return 2;
}
```

### 词法分析结果

```
void <KW, 4>
main <IDN, main>
  ( <SE, 23>
  ) <SE, 24>
  { <SE, 25>
  return <KW, 5>
  2 <INT, 2>
  ; <SE, 27>
  } <SE, 26>
```

```
syntax1.txt
                                                                     Plain Text
 1
         program#void
                        reduction
 2
     1
         compUnit#void reduction
     2
 3
         funcDef#void
                        reduction
 4
     3
         funcType#void reduction
 5
     4
         void#void move
 6
     5
         Ident#Ident
                        move
7
     6
         (#(
                move
8
     7
         funcFParams#)
                        reduction
9
                move
         )#)
     9
         block#{
                    reduction
10
11
     10
        {#{
                move
12
     11
         blockItem#return
                            reduction
13
         stmt#return
                        reduction
     12
14
     13
        return#return move
15
     14
         argExp#INT reduction
16
     15
         exp#INT
                    reduction
17
     16
         assignExp#INT reduction
18
     17
         INT#INT
                    move
19
     18
         mulExpAtom#;
                        reduction
20
     19
         addExpAtom#;
                        reduction
        relExpAtom#;
21
     20
                        reduction
22
     21
                        reduction
         eqExpAtom#;
23
     22
         assignExpAtom#;
                            reduction
24
     23
        ;#;
                move
25
         blockItem#}
    24
                        reduction
26
     25
         }#}
                move
27
     26
         compUnit## reduction
28
     27 ###
                accept
```

```
Plain Text

int b = 3;

void main(){
   int a = 4;
   return a + b;
}
```

### 词法分析结果

```
lex2.txt
   int <KW,1>
 1
2 b <IDN,b>
3 = <0P, 12>
4 3 <INT,3>
5 ; <SE,27>
6 void <KW,4>
7 main <IDN,main>
8 ( <SE,23>
9
    ) <SE,24>
10 * { <SE,25>
    int <KW,1>
11
12 a <IDN,a>
13 = <0P, 12>
14 4 <INT,4>
   ; <SE,27>
15
   return <KW,5>
16
17 a <IDN,a>
18 + <0P,9>
   b <IDN,b>
19
   ; <SE,27>
20
    } <SE,26>
21
22
```

▼ syntax2.txt Plain Text

- 1 0 program#int reduction
- 2 1 compUnit#int reduction
- 3 2 decl#int reduction
- 4 3 varDecl#int reduction
- 5 4 bType#int reduction
- 6 5 int#int move
- 7 6 varDef#Ident reduction
- 8 7 Ident#Ident move
- 9 8 argVarDef#= reduction
- 10 9 =#= move
- 11 10 initVal#INT reduction
- 12 11 exp#INT reduction
- 13 12 assignExp#INT reduction
- 14 13 INT#INT move
- 15 14 mulExpAtom#; reduction
- 16 15 addExpAtom#; reduction
- 17 16 relExpAtom#; reduction
- 18 17 eqExpAtom#; reduction
- 19 18 assignExpAtom#; reduction
- 20 19 argVarDecl#; reduction
- 21 20 ;#; move
- 22 21 compUnit#void reduction
- 23 22 funcDef#void reduction
- 24 23 funcType#void reduction
- 25 24 void#void move
- 26 25 Ident#Ident move
- 27 26 (#( move
- 28 27 funcFParams#) reduction
- 29 28 )#) move
- 30 29 block#{ reduction
- 31 30 {#{ move
- 32 31 blockItem#int reduction
- 33 32 int#int move
- 34 33 varDef#Ident reduction
- 35 34 Ident#Ident move
- 36 35 argVarDef#= reduction
- 37 36 =#= move
- 38 37 initVal#INT reduction
- 39 38 exp#INT reduction
- 40 39 assignExp#INT reduction
- 41 40 INT#INT move
- 42 41 mulExpAtom#; reduction
- 43 42 addExpAtom#; reduction
- 44 43 relExpAtom#; reduction
- 45 44 eqExpAtom#; reduction

```
46
     45
        assignExpAtom#;
                           reduction
        argVarDecl#;
     46
                      reduction
48
     47
        ;#;
               move
49
     48
                           reduction
        blockItem#return
50
     49
        stmt#return
                       reduction
51
     50
        return#return move
52
        argExp#Ident
     51
                       reduction
53
        exp#Ident reduction
     52
54
     53
        assignExp#Ident
                          reduction
55
     54
        Ident#Ident
                       move
56
        callFunc#+ reduction
     55
57
     56 mulExpAtom#+
                       reduction
58
     57
        addExpAtom#+
                       reduction
59
     58
        +#+
               move
60
        mulExp#Ident
     59
                       reduction
61
        Ident#Ident
     60
                       move
62
     61
        callFunc#; reduction
63
     62
        mulExpAtom#;
                       reduction
64
        addExpAtom#;
     63
                       reduction
65
     64
        relExpAtom#;
                       reduction
66
     65
        eqExpAtom#;
                       reduction
67
     66
        assignExpAtom#;
                           reduction
68
     67
        ;#;
               move
69
        blockItem#}
                       reduction
     68
70
    69
        }#}
               move
71
        compUnit## reduction
     70
72
        ###
     71
               accept
```

```
Plain Text |

1  void main(){
2    int a, b0, _c;
3    a = 1;
4    b0 = 2;
5    _c = 3;
6    return b0 + _c;
7 }
```

```
lex3.txt
   void <KW,4>
 1
 2 main <IDN,main>
3 ( <SE, 23>
4 ) <SE,24>
 5 • { <SE, 25>
    int <KW,1>
 6
7
    a <IDN,a>
8 , <SE, 28>
   b0 <IDN,b0>
9
    , <SE,28>
10
    _c <IDN,_c>
11
12
    ; <SE,27>
13 a <IDN,a>
14 = <0P, 12>
15 1 <INT,1>
   ; <SE,27>
16
17 b0 <IDN,b0>
18 = <0P, 12>
19 2 <INT,2>
20 ; <SE,27>
    _c <IDN,_c>
21
22
    = <0P,12>
23 3 <INT,3>
24 ; <SE,27>
25 return <KW,5>
26 b0 <IDN,b0>
27
    + <0P,9>
28
    _c <IDN,_c>
29
    ; <SE,27>
30
    } <SE,26>
31
```

syntax3.txt Plain Text

- program#void 1 reduction 2 1 compUnit#void reduction 3 2 funcDef#void reduction 4 3 funcType#void reduction 5 4 void#void move 6 5 Ident#Ident move 7 6 (#( move 8 7 funcFParams#) reduction 9 )#) move block#{ 10 9 reduction 11 10 {#{ move 11 blockItem#int reduction 12 13 12 int#int move 14 13 varDef#Ident reduction 15 14 Ident#Ident move 15 argVarDef#, 16 reduction 17 16 argVarDecl#, reduction 18 17 ,#, move 18 varDef#Ident reduction 19 20 19 Ident#Ident move 21 20 argVarDef#, reduction 22 21 argVarDecl#, reduction 23 22 ,#, move 24 23 varDef#Ident reduction 25 24 Ident#Ident move 25 argVarDef#; 26 reduction 26 argVarDecl#; 27 reduction 27 ;#; 28 move 29 28 blockItem#Ident reduction
- 30 29 stmt#Ident reduction
- 31
- 30 exp#Ident reduction
- 32 31 assignExp#Ident reduction
- 32 Ident#Ident 33 move
- 34 33 callFunc#= reduction
- 35 34 mulExpAtom#= reduction
- 36 35 addExpAtom#= reduction
- 37 36 relExpAtom#= reduction
- 38 37 eqExpAtom#= reduction
- 39 38 assignExpAtom#= reduction
- 40 39 =#= move
- 41 40 eqExp#INT reduction
- 42 41 INT#INT move
- 43 42 mulExpAtom#; reduction
- 44 43 addExpAtom#; reduction
- 45 44 relExpAtom#; reduction

```
45 eqExpAtom#;
                      reduction
46
    46
        assignExpAtom#;
                          reduction
48
    47 :#:
              move
49
    48 blockItem#Ident reduction
50
    49 stmt#Ident reduction
51
    50 exp#Ident reduction
52
    51 assignExp#Ident
                        reduction
53
    52 Ident#Ident
                      move
54
    53 callFunc#= reduction
55
    54 mulExpAtom#= reduction
56
    55 addExpAtom#= reduction
57
    56 relExpAtom#= reduction
58
    57 eqExpAtom#= reduction
59
    58 assignExpAtom#=
                          reduction
60
    59 =#=
              move
61
    60 eqExp#INT reduction
62
    61 INT#INT
                  move
63
    62 mulExpAtom#;
                      reduction
64
    63 addExpAtom#;
                      reduction
65
    64 relExpAtom#;
                      reduction
66
    65 eqExpAtom#; reduction
67
    66 assignExpAtom#;
                          reduction
68
    67
       ;#;
              move
69
    68 blockItem#Ident reduction
70
    69 stmt#Ident reduction
71
    70 exp#Ident reduction
72
    71 assignExp#Ident reduction
73
    72 Ident#Ident
                      move
74
    73 callFunc#= reduction
75
    74 mulExpAtom#= reduction
76
    75 addExpAtom#= reduction
77
    76 relExpAtom#= reduction
78
    77 eqExpAtom#= reduction
79
    78 assignExpAtom#= reduction
80
    79 =#=
              move
81
    80 eqExp#INT reduction
82
    81 INT#INT
                 move
83
    82 mulExpAtom#;
                      reduction
84
    83
       addExpAtom#;
                      reduction
85
    84
        relExpAtom#;
                      reduction
86
    85 eqExpAtom#;
                      reduction
87
    86
        assignExpAtom#;
                          reduction
88
    87
       ;#;
              move
89
    88 blockItem#return reduction
90
    89 stmt#return
                      reduction
91
    90 return#return move
92
    91 argExp#Ident
                      reduction
93
    92 exp#Ident reduction
```

```
93 assignExp#Ident reduction
     94 Ident#Ident
                        move
 96
     95 callFunc#+ reduction
97
     96 mulExpAtom#+
                       reduction
98
     97 addExpAtom#+
                       reduction
99
     98 +#+
               move
100
     99 mulExp#Ident
                        reduction
101
     100 Ident#Ident
                        move
102
     101 callFunc#; reduction
103
     102 mulExpAtom#;
                       reduction
104
     103 addExpAtom#;
                       reduction
105
     104 relExpAtom#;
                        reduction
106
     105 eqExpAtom#;
                        reduction
107
     106 assignExpAtom#;
                            reduction
108
     107 ;#;
                move
109
     108 blockItem#}
                        reduction
110
     109 }#}
               move
111
     110 compUnit## reduction
112
     111 ###
                accept
```

```
void main(){
const int a = 10, b = 5;
return b;
}
```

```
lex4.txt
 1 void <KW,4>
 2 main <IDN, main>
 3 ( <SE, 23>
 4 ) <SE,24>
 5 * { <SE,25>
 6 const <KW,6>
 7 int \langle KW, 1 \rangle
 8 a <IDN,a>
 9 = <0P, 12>
    10 <INT, 10>
10
11 , <SE, 28>
12 b <IDN,b>
13 = <0P, 12>
14 5 <INT,5>
15 ; <SE,27>
16 return <KW,5>
17 b <IDN,b>
18 ; <SE,27>
    } <SE,26>
19
20
```

▼ syntax4.txt Plain Text

- 1 0 program#void reduction
- 2 1 compUnit#void reduction
- 3 2 funcDef#void reduction
- 4 3 funcType#void reduction
- 5 4 void#void move
- 6 5 Ident#Ident move
- 7 6 (#( move
- 8 7 funcFParams#) reduction
- 9 8 )#) move
- 10 9 block#{ reduction
- 12 11 blockItem#const reduction
- 13 12 const#const move
- 14 13 bType#int reduction
- 15 14 int#int move
- 16 15 constDef#Ident reduction
- 17 16 Ident#Ident move
- 18 **17** =#= move
- 19 18 constInitVal#INT reduction
- 20 19 constExp#INT reduction
- 21 20 INT#INT move
- 22 21 mulExpAtom#, reduction
- 23 22 addExpAtom#, reduction
- 24 23 relExpAtom#, reduction
- 25 24 eqExpAtom#, reduction
- 26 25 assignExpAtom#, reduction
- 27 26 argConst#, reduction
- 28 **27** ,#, move
- 29 28 constDef#Ident reduction
- 30 29 Ident#Ident move
- 31 30 =#= move
- 32 31 constInitVal#INT reduction
- 33 32 constExp#INT reduction
- 34 33 INT#INT move
- 35 34 mulExpAtom#; reduction
- 36 35 addExpAtom#; reduction
- 37 36 relExpAtom#; reduction
- 38 37 eqExpAtom#; reduction
- 39 38 assignExpAtom#; reduction
- 40 39 argConst#; reduction
- 41 40 ;#; move
- 42 41 blockItem#return reduction
- 43 42 stmt#return reduction
- 44 43 return#return move
- 45 44 argExp#Ident reduction

```
45 exp#Ident reduction
46
    46 assignExp#Ident
                        reduction
48
    47
       Ident#Ident
                      move
49
       callFunc#; reduction
    48
50
       mulExpAtom#; reduction
    49
51
       addExpAtom#; reduction
    50
52
       relExpAtom#; reduction
    51
53
    52 eqExpAtom#; reduction
54
    53 assignExpAtom#;
                          reduction
55
    54
       ;#;
              move
56
    55
       blockItem#} reduction
57
       }#}
    56
              move
58
        compUnit## reduction
    57
59
    58 ###
              accept
```

```
Plain Text
     struct my_struct1 {
 1
 2
 3
       int value;
 4
 5
       void my_func(struct a b, int my_int, struct my_struct ccc) {}
 6
     struct my_struct me;
 7
 8
     } s1, s2;
9
     struct my_struct2 {
10
11
12
       int value;
13
14
       void my_func(struct a b, int my_int, struct my_struct ccc) {}
15
     struct my_struct me;
16
17
     } s;
18
     struct my_struct3 {
19
20
       int value;
21
22
23
       void my_func(struct a b, int my_int, struct my_struct ccc) {}
24
25
       struct my_struct me;
26
27
     union my_union mu;
28
     };
```

lex5.txt Shell

```
void <KW,4>
1
2 main <IDN,main>
3 ( <SE, 23>
    ) <SE,24>
4
5 * { <SE,25>
    int <KW,1>
6
7
    x < IDN, x >
8
    = <0P, 12>
9
    2 <INT,2>
    ; <SE,27>
10
    int <KW,1>
11
    y <IDN,y>
12
13 = <0P, 12>
    3 <INT,3>
14
15
   ; <SE,27>
    int <KW,1>
16
    = <0P, 12>
17
    2 <INT,2>
18
    ; <SE,27>
19
20
    switch <KW,31>
21 ( <SE, 23>
22
    x < IDN, x >
    ) <SE,24>
23
24 • { <SE, 25>
25
    case <KW,33>
26
     1 <INT,1>
27
    : <SE,35>
28 * { <SE, 25>
29
    y <IDN,y>
30
   = <0P,12>
31 10 <INT, 10>
32
    ; <SE,27>
33
    break <KW,34>
34
    ; <SE,27>
    } <SE,26>
35
    case <KW,33>
36
    2 <INT,2>
37
38
     : <SE,35>
39 • { <SE, 25>
    y <IDN,y>
40
    = <0P,12>
41
42
    20 <INT,20>
43
    ; <SE,27>
    func <IDN, func>
44
45
     ( \langle SE, 23 \rangle
```

```
46
    y <IDN,y>
    ) <SE,24>
48
    ; <SE,27>
49
    break <KW,34>
50
    ; <SE,27>
51
    } <SE,26>
52
    default <KW,32>
53
54 • : <SE,35>
    { <SE,25>
55
    return <KW,5>
56
    0 <INT,0>
57
    ; <SE,27>
58
    } <SE,26>
59
    } <SE,26>
60
    } <SE,26>
61
```

▼ syntax\_struct.txt Plain Text

- 1 0 program#struct reduction
- 2 1 compUnit#struct reduction
- 3 2 structDef#struct reduction
- 4 3 struct#struct move
- 5 4 structType#Ident reduction
- 6 5 Ident#Ident move
- 7 6 {#{ move
- 8 7 structBlockElem#int reduction
- 9 8 int#int move
- 10 9 varDef#Ident reduction
- 11 10 Ident#Ident move
- 12 11 argVarDef#; reduction
- 13 12 argVarDecl#; reduction
- 14 13 ;#; move
- 15 14 structBlockElem#void reduction
- 16 15 void#void move
- 17 16 Ident#Ident move
- 18 17 (#( move
- 19 18 funcFParams#struct reduction
- 20 19 funcFParam#struct reduction
- 21 20 struct#struct move
- 22 21 structType#Ident reduction
- 23 22 Ident#Ident move
- 24 23 Ident#Ident move
- 25 24 argFunctionF#, reduction
- 26 **25** ,#, move
- 27 26 funcFParam#int reduction
- 28 27 int#int move
- 29 28 Ident#Ident move
- 30 29 argFunctionF#, reduction
- 31 **30** ,#, move
- 32 31 funcFParam#struct reduction
- 33 32 struct#struct move
- 34 33 structType#Ident reduction
- 35 34 Ident#Ident move
- 36 35 Ident#Ident move
- 37 36 argFunctionF#) reduction
- 38 **37** )#) move
- 39 38 block#{ reduction
- 40 39 {#{ move
- 41 40 blockItem#} reduction
- 42 41 }#} move
- 43 42 structBlockElem#struct reduction
- 44 43 structDecl#struct reduction
- 45 44 struct#struct move

45 structType#Ident reduction 49 46 Ident#Ident move 48 47 Ident#Ident move 49 48 ;#; move 50 49 structBlockElem#} reduction 51 50 }#} move 52 51 structVar#Ident reduction 53 52 Ident#Ident move 54 53 argStructVar#, reduction 55 54 ,#, move 56 55 Ident#Ident move 57 56 argStructVar#; reduction 58 57 ;#; move 59 58 compUnit#struct reduction 60 59 structDef#struct reduction 61 60 struct#struct move 62 61 structType#Ident reduction 63 62 Ident#Ident move 64 63 {#{ move 65 64 structBlockElem#int reduction 66 65 int#int move 67 66 varDef#Ident reduction 68 67 Ident#Ident move
68 argVarDef#; reduction 69 70 69 argVarDecl#; reduction 71 70;#; move 72 71 structBlockElem#void reduction 73 72 void#void move 74 73 Ident#Ident move 75 74 (#( move 76 75 funcFParams#struct reduction 77 76 funcFParam#struct reduction 78 77 struct#struct move 79 78 structType#Ident reduction 80 79 Ident#Ident move 81 80 Ident#Ident move 82 81 argFunctionF#, reduction 83 82 ,#, move 84 83 funcFParam#int reduction 85 84 int#int move 86 85 Ident#Ident move 87 86 argFunctionF#, reduction 88 87 ,#, move 89 88 funcFParam#struct reduction 90 89 struct#struct move 91 90 structType#Ident reduction 92 91 Ident#Ident move 93

92 Ident#Ident move

```
93 argFunctionF#) reduction
     94 )#) move
96
     95 block#{ reduction
97
     96 {#{ move
98
     97 blockItem#} reduction
99
     98 }#} move
100
     99 structBlockElem#struct reduction
101
     100 structDecl#struct reduction
102
     101 struct#struct move
103
     102 structType#Ident reduction
104
     103 Ident#Ident move
105
     104 Ident#Ident move
106
     105 ;#; move
107
     106 structBlockElem#} reduction
108
     107 }#} move
109
     108 structVar#Ident reduction
110
     109 Ident#Ident move
111
     110 argStructVar#; reduction
112
     111 ;#;
               move
113
     112 compUnit#struct reduction
114
     113 structDef#struct reduction
115
     114 struct#struct move
116
     115 structType#Ident reduction
117
     116 Ident#Ident move
118
     117 {#{ move
119
     118 structBlockElem#int reduction
120
     119 int#int move
121
     120 varDef#Ident reduction
122
     121 Ident#Ident move
123
     122 argVarDef#; reduction
123 argVarDecl#; reduction
124
125
     124 ;#; move
126
     125 structBlockElem#void reduction
127
     126 void#void move
128
     127 Ident#Ident move
129
     128 (#( move
130
     129 funcFParams#struct reduction
131
     130 funcFParam#struct reduction
132
     131 struct#struct move
133
     132 structType#Ident reduction
134
     133 Ident#Ident move
135
     134 Ident#Ident move
136
     135 argFunctionF#, reduction
137
     136 ,#,
              move
138
     137 funcFParam#int reduction
139
     138 int#int move
140
     139 Ident#Ident move
141
     140 argFunctionF#, reduction
```

```
141 ,#,
               move
143
     142 funcFParam#struct reduction
144
     143 struct#struct move
145
     144 structType#Ident reduction
146
     145 Ident#Ident move
147
     146 Ident#Ident
                       move
148
     147 argFunctionF#) reduction
149
     148 )#)
               move
150
     149 block#{ reduction
151
     150 {#{
              move
152
     151 blockItem#}
                     reduction
153
     152 }#}
               move
154
     153 structBlockElem#struct reduction
155
     154 structDecl#struct reduction
156
     155 struct#struct move
157
     156 structType#Ident reduction
158
     157 Ident#Ident move
159
     158 Ident#Ident
                       move
160
     159 ;#;
               move
161
     160 structBlockElem#union reduction
162
     161 unionDecl#union
                           reduction
163
     162 union#union move
164
     163 unionType#Ident reduction
165
     164 Ident#Ident move
166
     165 Ident#Ident
                       move
167
     166 ;#;
               move
168
     167 structBlockElem#} reduction
169
     168 }#}
                move
170
     169 structVar#; reduction
171
     170 ;#;
               move
172
     171 compUnit## reduction
173
     172 ###
                accept
```

```
Plain Text
   void main() {
1
2
         int x = 2;
 3
         int y = 3;
         int =2;
4
         switch (x) {
5
6
             case 1: {
                 y = 10;
7
                 break;
8
             }
9
             case 2: {
10
                 y = 20;
11
                 func(y);
12
13
                 break;
14
             }
             default: {
15
                 return 0;
16
            }
17
        }
18
19 }
```

lex6.txt Shell

```
1
    struct <KW,29>
 2 my_struct1 <IDN,my_struct1>
 3 • { <SE,25>
 4 int <KW,1>
 5 value <IDN, value>
 6 ; <SE,27>
 7 void \langle KW, 4 \rangle
 8 my_func <IDN,my_func>
9 ( <SE, 23>
    struct <KW,29>
10
11 a <IDN,a>
12
    b <IDN,b>
13
    , <SE,28>
14
    int \langle KW, 1 \rangle
15
    my_int <IDN,my_int>
    , <SE,28>
16
17
    struct <KW,29>
18
    my_struct <IDN,my_struct>
19
    ccc <IDN,ccc>
20
     ) <SE,24>
21 * { <SE, 25>
22
    } <SE,26>
23 struct <KW, 29>
24 my_struct <IDN,my_struct>
25 me <IDN, me>
26
   ; <SE,27>
27
    } <SE,26>
28
   s1 <IDN,s1>
29
    , <SE,28>
30 s2 <IDN,s2>
31
    ; <SE,27>
32
    struct <KW,29>
33
    my_struct2 <IDN,my_struct2>
34 • { <SE, 25>
35
    int <KW,1>
36
    value <IDN, value>
    ; <SE,27>
37
38
    void <KW,4>
39
    my_func <IDN,my_func>
    ( < SE, 23 >
40
    struct <KW,29>
41
42 a <IDN,a>
43
     b <IDN,b>
44
    , <SE,28>
45
     int <KW,1>
```

```
46
     my_int <IDN,my_int>
     , <SE,28>
48
     struct <KW,29>
49
     my_struct <IDN,my_struct>
50
     ccc <IDN,ccc>
51
    ) <SE,24>
52 🕶
     { <SE,25>
53
     } <SE,26>
54
     struct <KW,29>
55
     my_struct <IDN,my_struct>
56
     me <IDN, me>
57
     ; <SE,27>
58
     } <SE,26>
59
     s <IDN,s>
60
     ; <SE,27>
61
     struct <KW,29>
62
     my_struct3 <IDN,my_struct3>
63 🕶
     { <SE,25>
64
     int <KW,1>
65
     value <IDN, value>
66
     ; <SE,27>
67
     void \langle KW, 4 \rangle
68
     my_func <IDN,my_func>
69
     ( < SE, 23 >
70
     struct <KW,29>
71
     a <IDN,a>
72
     b <IDN,b>
73
     , <SE,28>
74
     int <KW,1>
75
     my_int <IDN,my_int>
76
     , <SE,28>
77
     struct <KW,29>
78
     my_struct <IDN,my_struct>
79
     ccc <IDN,ccc>
80
    ) <SE,24>
81 -
     { <SE,25>
82
     } <SE,26>
83
     struct <KW,29>
84
     my_struct <IDN,my_struct>
85
     me <IDN, me>
86
     ; <SE,27>
87
     union <KW,30>
88
     my_union <IDN, my_union>
89
     mu <IDN, mu>
90
     ; <SE,27>
91
     } <SE,26>
92
     ; <SE,27>
93
```

syntax\_switch.txt Plain Text

- 1 0 program#void reduction
  2 1 compUnit#void reduction
- 3 2 funcDef#void reduction
- 4 3 funcType#void reduction
- 5 4 void#void move
- 6 5 Ident#Ident move
- 7 6 (#( move
- 8 7 funcFParams#) reduction
- 9 8 )#) move
- 10 9 block#{ reduction
- 12 11 blockItem#int reduction
- 13 12 int#int move
- 14 13 varDef#Ident reduction
- 15 14 Ident#Ident move
- 16 15 argVarDef#= reduction
- 18 17 initVal#INT reduction
- 19 18 exp#INT reduction
- 20 19 assignExp#INT reduction
- 21 20 INT#INT move
- 22 21 mulExpAtom#; reduction
- 23 22 addExpAtom#; reduction
- 24 23 relExpAtom#; reduction
- 25 24 eqExpAtom#; reduction
- 26 25 assignExpAtom#; reduction
- 27 26 argVarDecl#; reduction
- 28 27 ;#; move
- 29 28 blockItem#int reduction
- 30 29 int#int move
- 31 30 varDef#Ident reduction
- 32 31 Ident#Ident move
- 33 32 argVarDef#= reduction
- 34 33 =#= move
- 35 34 initVal#INT reduction
- 36 35 exp#INT reduction
- 37 36 assignExp#INT reduction
- 38 37 INT#INT move
- 39 38 mulExpAtom#; reduction
- 40 39 addExpAtom#; reduction
- 41 40 relExpAtom#; reduction
- 42 41 eqExpAtom#; reduction
- 43 42 assignExpAtom#; reduction
- 44 43 argVarDecl#; reduction
- 45 44 ;#; move

```
46 45 blockItem#int reduction
48 46 int#int move
47 varDef#= error
```

```
Plain Text
    union my_union1 {
 1
2
 3 int value;
4 float weight;
    } u1, u2;
 5
6
7
    union my_union2 {
8
9
    int value;
10
11
    union my_union1 my_union;
12
13
    struct my_struct1 my_struct;
14
    } u;
15
16
    union my_union3 {
17
18
19
    int value;
    char id;
20
21
    };
```

▼ lex7.txt

1 union <KW 30>

```
1
    union <KW,30>
 2 my_union1 <IDN,my_union1>
 3 • { <SE,25>
 4 int <KW,1>
 5 value <IDN, value>
 6 ; <SE,27>
 7 float <KW,2>
 8
    weight <IDN,weight>
9 ; <SE,27>
    } <SE,26>
10
    u1 <IDN,u1>
11
12
    , <SE,28>
13
    u2 <IDN,u2>
14
    ; <SE,27>
15
    union <KW,30>
    my_union2 <IDN,my_union2>
16
17 • { <SE, 25>
    int \langle KW, 1 \rangle
18
19 value <IDN, value>
20
    ; <SE,27>
    union <KW,30>
21
22
    my_union1 <IDN,my_union1>
23
    my_union <IDN,my_union>
24
    ; <SE,27>
25
    struct <KW,29>
26
    my_struct1 <IDN,my_struct1>
27
    my_struct <IDN,my_struct>
28
    ; <SE,27>
29
    } <SE,26>
30
    u <IDN,u>
31
    ; <SE,27>
32
    union <KW,30>
33
    my_union3 <IDN,my_union3>
34 • { <SE, 25>
35
    int <KW,1>
    value <IDN, value>
36
37 ; <SE,27>
38
    char <KW,3>
39
    id <IDN,id>
40 ; <SE,27>
    } <SE,26>
41
42
    ; <SE,27>
43
```

▼ syntax\_union.txt Plain Text

- 1 0 program#union reduction
- 2 1 compUnit#union reduction
- 3 2 unionDef#union reduction
- 4 3 union#union move
- 5 4 unionType#Ident reduction
- 6 5 Ident#Ident move
- 7 6 {#{ move
- 8 7 unionBlockElem#int reduction
- 9 8 int#int move
- 10 9 varDef#Ident reduction
- 11 10 Ident#Ident move
- 12 11 argVarDef#; reduction
- 13 12 argVarDecl#; reduction
- 14 13 ;#; move
- 15 14 unionBlockElem#float reduction
- 16 15 float#float move
- 17 16 varDef#Ident reduction
- 18 17 Ident#Ident move
- 19 18 argVarDef#; reduction
- 20 19 argVarDecl#; reduction
- 21 20 ;#; move
- 22 21 unionBlockElem#} reduction
- 23 22 }#} move
- 24 23 unionVar#Ident reduction
- 25 24 Ident#Ident move
- 26 25 argUnionVar#, reduction
- 27 **26** ,#, move
- 28 27 Ident#Ident move
- 29 28 argUnionVar#; reduction
- 30 29 ;#; move
- 31 30 compUnit#union reduction
- 32 31 unionDef#union reduction
- 33 32 union#union move
- 34 33 unionType#Ident reduction
- 35 34 Ident#Ident move
- 36 35 {#{ move
- 37 36 unionBlockElem#int reduction
- 38 37 int#int move
- 39 38 varDef#Ident reduction
- 40 39 Ident#Ident move
- 41 40 argVarDef#; reduction
- 42 41 argVarDecl#; reduction
- 43 42 ;#; move
- 44 43 unionBlockElem#union reduction
- 45 44 unionDecl#union reduction

```
46
     45
        union#union
                       move
        unionType#Ident
                          reduction
     46
48
     47
        Ident#Ident
                       move
49
     48
        Ident#Ident
                       move
50
     49
        ;#;
               move
51
        unionBlockElem#struct reduction
     50
52
     51
        struct#struct move
53
        structType#Ident reduction
     52
54
     53
        Ident#Ident
                       move
55
     54
        Ident#Ident
                       move
56
     55
        ;#;
               move
57
     56
        unionBlockElem#} reduction
58
     57
        }#}
               move
59
        unionVar#Ident reduction
     58
60
                       move
     59
        Ident#Ident
61
                       reduction
        argUnionVar#;
     60
62
     61
        ;#;
               move
63
        compUnit#union reduction
     62
64
        unionDef#union reduction
     63
65
     64
        union#union
                       move
66
     65
        unionType#Ident
                           reduction
67
        Ident#Ident
     66
                       move
68
     67
        {#{
               move
69
        unionBlockElem#int reduction
     68
70
     69
        int#int
                   move
71
        varDef#Ident
                       reduction
     70
72
        Ident#Ident
     71
                       move
73
     72
        argVarDef#; reduction
74
        argVarDecl#; reduction
     73
75
     74
        ;#;
               move
76
     75
        unionBlockElem#char
                               reduction
77
     76
        char#char move
78
     77
        varDef#Ident
                       reduction
79
     78
        Ident#Ident
                       move
80
     79
        argVarDef#; reduction
81
     80
        argVarDecl#; reduction
82
     81
        ;#;
               move
83
     82
        unionBlockElem#}
                           reduction
84
     83
        }#}
               move
85
        unionVar#; reduction
     84
86
     85
        ;#;
               move
87
        compUnit## reduction
     86
88
     87
        ###
               accept
```