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<prog> := { slotList.next = newLabel() } <slotList> { emitLabel(slotList.next) } EOF
<slotList> := { slot.next = newLabel() } <slot> { slotListp.next = slotList.next } { emitLabel(slot.next) } <slotListp>
<slotListp> := , { slot.next = newLabel() } <slot> { slotListp.next = father.slotListp.next } { emitLabel(slot.next) } <slotListp> | eps
<slot> := assign <expr> to <idList> { emit(Goto Label(father.slot.next)) }
      | print ( <exprList> { emit(invokeslot(1)) } ) { emit(Goto Label(father.slot.next)) }
      | read ( { emit(invokeslot(0)) } <idList> { emit(Goto Label(father.slot.next)) } )
      | if ( { bexpr.true = newLabel(); bexpr.false = newLabel(); slot.next = newLabel(); } { emitLabel(slot.next) } <bexpr> ) { emitLabel(bexpr.true) } <slot> { emitLabel(bexpr.false) } <slottwo>
      | while ( { bexpr.true = newLabel(); bexpr.false = father.slot.next; slot.next = newLabel(); } { emitLabel(slot.next) } <bexpr> ) { emitLabel(bexpr.true) } <slot>
      | { { slotList.next = father.slot.next } <slotList> }
<idListp> := , ID { emit(istore oddc(id)) } <idListp> | eps
<idList> := ID { emit(istore oddc(id)) } <idListp>
<slottwo> := ELSE { slot.next = father.slottwo.next } <slot> END | END
<bexpr> := REOP <expr> <expr> { emit(if_reop Label(bexpr.true); emit(Goto Label(bexpr.false)) }
<expr> := + ( <exprList> ) { emit(iadd) }
      | * ( <exprList> ) { emit(imul) }
      | - <expr> <expr> { emit(isub) }
      | / <expr> <expr> { emit(idiv) }
      | NOT { emit(ldc expr.counter) }
      | ID { emit(iload oddc(id)) }
<exprList> := <expr> <exprList>
<exprListp> := , <expr> <exprList> | eps

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