```
::= with Ada.Text_IO; use Ada.Text_IO;
(fichier)
                     procedure (ident) is (decl)*
                     begin (instr)+ end (ident)?; EOF
(decl)
               ::= type (ident);
                     type (ident) is access (ident);
                     type (ident) is record (champs)+ end record;
                     \langle ident \rangle_{+}^{+} : \langle type \rangle (:= \langle expr \rangle)?;
                 | procedure (ident) (params)? is (decl)*
                     begin (instr) + end (ident)?;
                     function (ident) (params)? return (type) is (decl)*
                     begin (instr)+ end (ident)?;
(champs)
                     \langle ident \rangle_{+}^{+} : \langle type \rangle_{+}^{+}
              ::=
                    (ident)
\langle type \rangle
              ::=
                 | access (ident)
                      (\langle param \rangle^+)
(params)
              ::=
              ::= \langle ident \rangle_{+}^{+} : \langle mode \rangle_{+}^{2} \langle type \rangle_{+}^{2}
(param)
                    in | in out
\langle mode \rangle
               ::=
                        (entier) | (caractère) | true | false | null
(expr)
                        ( (expr))
                        (accès)
                        (expr) (opérateur) (expr)
                        not (expr) | - (expr)
                    new (ident)
                    \langle ident \rangle (\langle expr \rangle^+)
                    | character 'val ( ⟨expr⟩ )
\langle instr \rangle
                 ::= \langle accès \rangle := \langle expr \rangle;
                    | (ident);
                    |\langle ident \rangle (\langle expr \rangle^+);
                    return (expr)?;
                    | begin (instr)^+ end;
                    if \langle expr \rangle then \langle instr \rangle^+ (elsif \langle expr \rangle then \langle instr \rangle^+)*
                         (else \langle instr \rangle^+)? end if;
                    | for (ident) in reverse? (expr) .. (expr)
                        loop (instr)+ end loop;
                    | while \(\lambde{expr}\rangle\) loop \(\lambda instr \rangle^+\) end loop;
(opérateur)
                 ::= = | /= | < | <= | > | >=
                    | + | - | * | / | rem
                    and and then or or else
(accès)
                 ::= \langle ident \rangle \mid \langle expr \rangle . \langle ident \rangle
```