


Thay đổi luật cú pháp

1 Viet lai ham compileStatement trong truong hop lenh call khong co tu khoa CALL
CallSt ::= ProcedureIdent Arguments



2 Gia su cac luat cu phap cho Arguments duoc thay doi nhu sau:
Arguments ::= SB_LPAR Arguments1 SB_RPAR
Arguments1 ::= Expression Arguments2
Arguments1 ::= eps
Arguments2 ::= SB_COMMA Expression Arguments2
Arguments2 ::= eps
Viet lai cac ham lien quan sao cho phu hop voi tap luat moi.

3 Gia su cu phap khai bao trong KPL nhu sau:
Block ::= Declarations Block2
Declarations ::= ConstDecls Declarations | TypeDecls Declarations |
VarDecls Declarations | SubDecls Declarations | eps
ConstDecls ::= KW_CONST ConstDecl ConstDecls2
ConstDecls2 ::= ConstDecl ConstDecls2
ConstDecls2 ::= eps
TypeDecls ::= KW_TYPE TypeDecl TypeDecls2
TypeDecls2 ::= TypeDecl TypeDecls2
TypeDecls2 ::= eps
VarDecls ::= KW_VAR VarDecl VarDecls2
VarDecls2 ::= VarDecl VarDecls
VarDecls2 ::= eps
SubDecls ::= FunDecl SubDecls | ProcDecls SubDecls | 
FunDecl ::= KW_FUNCTION TK_IDENT Params SB_COLON BasicType
SB_SEMICOLON Block SB_SEMICOLON
ProcDecl ::= KW_PROCEDURE TK_IDENT Params SB_SEMICOLON
Block SB_SEMICOLON
Block2 ::= KW_BEGIN Statements KW_END
Viet lai cac ham lien quan sao cho phu hop voi tap luat moi.

4 Gia su cu phap cua Block4 va Block5 thay doi nhu sau:
Block4 ::= FunDecls Block5
Block4 ::= Block5
Block5 ::= ProcDecls Block6
Block5 ::= Block6
FunDecls ::= FunDecl FunDecls
FunDecls ::= eps
ProcDecls ::= ProcDecl ProcDecls
ProcDecls ::= eps
Block6 ::= KW_BEGIN Statements KW_END
Viet lai cac ham lien quan sao cho phu hop voi tap luat moi.

5 Viet lai ham compileParams va cac ham lien quan sao cho phu hop voi tap luat moi
<Params> ::= SB_LPAR <Params1> SB_RPAR
<Params1> ::= <Param> <Params2>
<Params1> ::= eps
<Params2> ::= SB_SEMICOLON <Param> <Params2>
<Params2> ::= eps

- 6 Viet lai ham compileVariables2 va cac ham lien quan sao cho phu hop voi tap luat sau:
- ```
<VarDecl> ::= TK_IDENT <Variables2> SB_COLON <Type>
SB_SEMICOLON
<Variables2> ::= SB_COMMA TK_IDENT <Variables2>
<Variables2> ::= eps
```