# Příloha B: LL gramatika

1. PROG → FDEF DEFS
2. DEFS → FDEF DEFS
3. DEFS → ε
4. FDEF→ TYPE id ( FPARAMS ) FDEFE
5. TYPE→ int
6. TYPE→ double
7. TYPE→ string
8. TYPE→ bool
9. FPARAMS → TYPE id FPARAMSL
10. FPARAMS → ε
11. FPARAMSL → , TYPE id FPARAMSL
12. FPARAMSL → ε
13. FDEFE → ;
14. FDEFE → { STMTS }
15. STMTS → STMT STMTS
16. STMTS →VDEF STMTS
17. STMTS → ε
18. VDEF → TYPEA id INIT
19. TYPEA → TYPE
20. TYPEA → auto
21. INIT → ;
22. INIT → = EXPR ;
23. STMT → { STMTS }
24. STMT → id = ASSIGN
25. STMT → if ( EXPR ) STMT ELSE
26. STMT → for ( VDEF EXPR ; id = EXPR ) STMT
27. STMT → while ( EXPR ) STMT
28. STMT → do STMT while ( EXPR ) ;
29. STMT → return EXPR ;
30. STMT → cin >> id CINL
31. STMT → cout << TERM COUTL
32. TERM → id
33. TERM → const
34. CINL → >> id
35. CINL → ;
36. COUTL → << TERM
37. COUTL → ;
38. ASSIGN → EXPR ;
39. ASSIGN → id ( PARAMS ) ;
40. PARAMS → EXPR PARAMSL
41. PARAMS → ε
42. PARAMSL → , EXPR PARAMSL
43. PARAMSL → ε
44. ELSE → else STMT
45. ELSE → ε