Fig. 2.7 *Clite* grammar: lexical level

```
Identifier → Letter { Letter | Digit }

Letter → a | b | ... | z | A | B | ... | Z

Digit → 0 | 1 | ... | 9

Literal → Integer | Boolean | Float | Char

Integer → Digit { Digit }

Boolean → true | false

Float → Integer . Integer

Char → ' ASCII Char '
```

(ASCII Char is the set of ASCII characters)

Fig. 2.7 Clite Grammar: Statements

```
Program \rightarrow int main ( ) { Declarations Statements }
   Declarations \rightarrow \{ Declaration \}
    Declaration \rightarrow Type\ Identifier\ [\ [\ Integer\ ]\ ]\ \{\ ,\ Identifier\ [\ [\ Integer\ ]\ ]\ \}\ ;
             Type \rightarrow int \mid bool \mid float \mid char
     Statements \rightarrow \{ Statement \}
       Statement \rightarrow ; | Block | Assignment | IfStatement | WhileStatement
           Block \rightarrow \{ Statements \}
    Assignment \rightarrow Identifier [ [ Expression ] ] = Expression;
    IfStatement \rightarrow if (Expression) Statement [else Statement]
While Statement \rightarrow while (Expression) Statement
```

Fig. 2.7 *Clite* Grammar: Expressions

```
Expression \rightarrow Conjunction \{ \mid \mid Conjunction \}
Conjunction \rightarrow Equality { && Equality }
    Equality \rightarrow Relation [ EquOp Relation ]
     EquOp \rightarrow == | !=
    Relation \rightarrow Addition [RelOp Addition]
      RelOp \rightarrow \langle | \langle = | \rangle | \rangle =
    Addition \rightarrow Term \{ AddOp Term \}
     AddOp \rightarrow + \mid -
        Term \rightarrow Factor \{ MulOp Factor \}
     MulOp \rightarrow * | / | %
     Factor \rightarrow [UnaryOp] Primary
  UnaryOp \rightarrow - \mid !
   Primary \rightarrow Identifier [ [ Expression ] ] | Literal | ( Expression ) |
            Type (Expression)
```