

BNF Tree

```

<Program> ::= 'create program' <statements> 'end program'
<statements> ::= <statement> <statements> | <empty>
<statement> ::= <create>
                | <modify>          ## ? add, multiply, subtract, divide
                | <call>
                | <set>
                | <conditional>
                | <input>
                | <output>
<create> ::= 'create' <integervar>
            | 'create' <stringvar>
            | 'create' <boolvar>
            | 'create' <doublevar>
            | 'create function' <func_name>
<integervar> ::= 'variable/int'          ## ?
<stringvar>  ::= 'variable/string'      ## ?
<boolvar>    ::= 'variable/bool'        ## ?
<doublevar>  ::= 'variable/double'      ## ?
<func_name>  ::= <variable> [a-zA-Z]    ## ?
<call>       ::= 'call' <func_name>
<set>        ::= 'set' <variable> 'to' <variable>    ## ?
<modify>     ::= 'add' <digit> 'to' <variable>
                | 'subtract' <digit> 'from' <variable>
                | 'multiply' <variable> 'with' <digit>
                | 'divide' <variable> 'by' <digit>
<conditional> ::= <if_statement>
                | <or_statement>
                | <else_statement>
                | <loop_statement>
<if_statement> ::= 'if' <greater_condition> 'then'
                | 'if' <greater_condition> 'then' <statements> 'else'
<loop_statement> ::= 'loop until' <greater_condition> <statements> 'end loop'
<greater_condition> ::= <variable> <condition> <variable>
<condition> ::= 'is greater than'
                | 'is smaller than'
                | 'is equal to'
                | 'is not equal to'          ## ?
<input> ::= 'input to' <variable>          ## ?
<output> ::= 'print' <variable>
            | 'print' <digit>
<variable> ::= ## ?

```

<digit> ::= [0-9+]

<string> ::= [a-z A-Z+]

<expression> ::= ## ?

<equation> ::= ## ? its own built-in function.

<set> = <assign> ??