**prg** → { def } expr

**def** → **define** funName { var } = expr

expr → **let** var = expr **in** expr

| **if** expr **then** expr **else** expr

| expr (+|-|\*|/|<|#) expr

| integer

| varName

| funName **(** {expr} **)**

| **(** expr **)**

**varName** -> (a-z){A-Za-z0-9}

**funName** -> (A-Z){A-Za-z0-9}

**integer** -> (0-9){0-9}