Planilha1

LEXEMA	TOKEN
main	MAIN
int	INT
float	FLOAT
if	IF
else	ELSE
while	WHILE
for	FOR
read	READ
print	PRINT
(LBRACKET
)	RBRACKET
{	LBRACE
}	RBRACE
,	COMMA
;	РСОММА
=	ATTR
<	LT
<=	LE
>	GT
>=	GE
==	EQ
!=	NE
II	OR
&&	AND

Planilha1

+ PLUS
- MINUS

* MULT
/ DIV

[A-Za-z] ([A-Za-z] | [0-9] | _)* ID

[0-9] ([0-9])* INTEGER_CONST

[0-9] ([0-9])*.[0-9] ([0-9])* FLOAT_CONST

Planilha2

símbolos terminais +, *, (,), a

símbolos não-terminais E, T, F

símbolo inicial E

regras E->E+T, E->T, T->T*F, T->F, F->(E), F->a