|  |  |
| --- | --- |
| **NT** | **Follow** |
| START | $ |
| START' | main |
| START'' | main |
| DEFS | int |
| $ |
| DT\_OT | ID |
| SST | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| MST | return |
| } |
| break , continue |
| SST\_TH | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| SST\_ARR\_DEC | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| SST2 | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| SST3 | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| SST4 | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| SST4\_ALPHA | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| SST5 | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| DEFS1 | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| DEFS2 | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| DEFS3 | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| DEFS3\_ARG | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| ART | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| F | MDM |
| PM |
| RO |
| && |
| || |
| , |
| ; |
| } |
| ) |
| ] |
| T' | PM |
| RO |
| && |
| || |
| , |
| ; |
| } |
| ) |
| ] |
| T | PM |
| RO |
| && |
| || |
| , |
| ; |
| } |
| ) |
| ] |
| E' | RO |
| && |
| || |
| , |
| ; |
| } |
| ) |
| ] |
| E | RO |
| && |
| || |
| , |
| ; |
| } |
| ) |
| ] |
| RE' | && |
| || |
| , |
| ; |
| } |
| ) |
| ] |
| RE | && |
| || |
| , |
| ; |
| } |
| ) |
| ] |
| AE' | || |
| , |
| ; |
| } |
| ) |
| ] |
| AE | || |
| , |
| ; |
| } |
| ) |
| ] |
| OE' | , |
| ; |
| } |
| ) |
| ] |
| OE | , |
| ; |
| } |
| ) |
| ] |
| DOT | MDM |
| PM |
| RO |
| && |
| || |
| , |
| ; |
| } |
| ) |
| ] |
| DIM | . |
| ; |
| = |
| PARAM | ) |
| PAR | ) |
| DEC | ID |
| int\_const,float\_const,string\_const,char\_const,bool\_const |
| ( |
| ! |
| inc/dec |
| ; |
| INIT | , |
| ; |
| LIST | inc/dec |
| this |
| const |
| float , char , string , bool |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| int |
| static |
| virtual |
| void |
| ~ |
| Access\_Modifier |
| } |
| class |
| enum |
| $ |
| VI | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| ST | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| VOID\_DEC | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| VI1 | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| VI2 | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| DEC | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| RET | } |
| ARGU | ) |
| CT | DT |
| ARGU1 | ) |
| ARGU2 | ) |
| A1 | ] |
| JUMP | } |
| WHILE | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| FOR | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout  cin |
| return |
| } |
| break , continue |
| IF | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| DO\_WHILE | inc/dec |
| this |
| const |
| DT |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| D' | ( |
| , |
| ; |
| inc/dec |
| = , PMMDM |
| DIM | , |
| ) |
| ARR | , |
| ) |
| CON' | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| Access\_Modifier |
| ~ |
| } |
| CLASS | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| SEAL | ; |
| CLASS' | { |
| BODY | } |
| BD | static |
| virtual |
| void |
| const |
| class |
| enum |
| ID |
| float , char , string , bool |
| int |
| $ |
| Access\_Modifier |
| ~ |
| } |
| PC | ; |
| , |
| OTHER\_OBJ | inc/dec |
| this |
| const |
| float , char , string , bool |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| int |
| static |
| virtual |
| void |
| ~ |
| Access\_Modifier |
| } |
| class |
| enum |
| $ |
| ENUM | inc/dec |
| this |
| const |
| float , char , string , bool |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| int |
| static |
| virtual |
| void |
| ~ |
| Access\_Modifier |
| } |
| class |
| enum |
| $ |
| VALUES | } |
| VAL | } |
| VAL' | } |
| I\_A | , |
| ; |
| inc/dec |
| = , PMMDM |
| OTHER\_INC\_DEC | ; |
| F1 | ID |
| int\_const,float\_const,string\_const,char\_const,bool\_const |
| ( |
| ! |
| inc/dec |
| ; |
| F2 | ; |
| F3 | ) |
| ELSE | ; |
| { |
| A | } |
| ) |
| AO | ID |
| int\_const,float\_const,string\_const,char\_const,bool\_const |
| ( |
| ! |
| inc/dec |
| T | ID |
| ASSIGNMENT | ID |
| int\_const,float\_const,string\_const,char\_const,bool\_const |
| ( |
| ! |
| inc/dec |
| ; |
| A2 | inc/dec |
| this |
| const |
| float , char , string , bool |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| int |
| static |
| virtual |
| void |
| ~ |
| Access\_Modifier |
| } |
| class |
| enum |
| $ |
| A3 | inc/dec |
| this |
| const |
| float , char , string , bool |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| int |
| static |
| virtual |
| void |
| ~ |
| Access\_Modifier |
| } |
| class |
| enum |
| $ |
| SIZE | inc/dec |
| this |
| const |
| float , char , string , bool |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| int |
| static |
| virtual |
| void |
| ~ |
| Access\_Modifier |
| } |
| class |
| enum |
| $ |
| A4 | } |
| A5 | , |
| } |
| A6 | } |
| A7 | inc/dec |
| this |
| const |
| float , char , string , bool |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| int |
| static |
| virtual |
| void |
| ~ |
| Access\_Modifier |
| } |
| class |
| enum |
| $ |
| A8 | inc/dec |
| this |
| const |
| float , char , string , bool |
| ID |
| while |
| do |
| if |
| for |
| enum  cout cin |
| return |
| } |
| break , continue |
| int |
| static |
| virtual |
| void |
| ~ |
| Access\_Modifier |
| } |
| class |
| enum |
| $ |
| PRINT’ | ; |
| INPUT’ | ; |
| INPUT\_END | ; |