**Assigment CFGs**

**Left factoring or left recursion**

**a = 5 a = “ali” (Syntax)**

**a = b = c = 4 = d**

**a = b.fn() bs isko thk krna h**

**this.a[5] += {1, 2, 3}**

**CFG**

**<assgn\_var> --> <TS> ID <option> <assgn\_var\_val>**

**<asgn\_var\_val> --> <assgn\_op> <OE>**

**<assgn\_op> = | COMPASS**

**<assgn\_op\_b> -> khtm krdia**

**<TS> --> TS. | €**

**a = {1, 2 , 3} (Syntax)**

**arr1 = arr2 = {1,2,3}**

**this.a[5] = arr1**

**CFG**

**<assgn\_arr> -> <TS> ID <option> <assgn\_arr\_val>**

**<assgn\_arr\_val> -> = <assgn\_val\_b>**

**<assgn\_val\_b> -> ID <assgn\_val\_b> | <value\_list>**

**<value\_list> -> [ <values> ]**

**<values> -> <value> <arr\_val> <values’>**

**<values’> -> , <value> <values’> | €**

**<value> -> <OE> | <value\_list>**

**<arr\_val> -> , <OE> <arr\_val> | €**

**a = {name: “muzzamil”, age: 21} (Syntax)**

**<assgn\_dict> -> <TS> ID <option> = { <values\_of\_dic> }**

**<values\_of\_dic> -> ID : <OE> <dict\_val> | €**

**<dict\_val> --> , ID : <OE> <dict\_val> | €**

**Assignment of OBj and enum**

**(Syntax)**

**day= "Monday" Enum syntax**

**a = new Dog{} (Syntax)**

**<assgn\_obj\_or\_enum> -> <TS> ID <option> = <assgn\_obj\_or\_enum\_val>**

**<assgn\_obj\_or\_enum\_val> -> <OE>**

**<assgn\_obj\_or\_enum\_val> -> new ID { <arguments>}**

**<arguments> --> <args\_list> | €**

**<args\_list> --> <OE> <list\_args> | ∈**

**<list\_args> --> , <OE> <list\_args> | ∈**

**Dictionary access cfg!**

**syntax: dict\_var(key)**

**cfg:**

**<dict\_access> --> <TS> ID <opt> ( ID )**