**OOP CFGs**

Class CFG

**Note:-**

**Dec, func\_def, params, args, MST ki cfgs design hongi!!!**

**Keywords Sheet me pointer ko TS krna h**

**Return statement SST me nhi rkhana or return st optional h**

<class\_def> → <class\_header> class ID <extend\_st> <implement\_st> ( <class\_body> )

**Agar AM kch bhi nhi h to bydefault public hoga**

<class\_header> → AM final | AM | final |  €

<extend\_st> → extends ID |  €

<implement\_st> → implements ID <interface\_rec> |  €

<interface\_rec> → , ID <interface\_rec> |  €

<class\_body> → <attrb> <class\_body> | <constructor> <class\_body> | <method> <class\_body> |  €

<attrb> → AM <dec> | <dec> | AM static <dec> | static <dec>

<method> → AM static <func\_def> | AM <func\_def> | static <func\_def> | <func\_def>

<constr> → AM ID { <params> } : ( <constr\_body> )

<constr\_body> →  <pointer\_st> <MST>

<pointer\_st> → TS { <args> } <pointer\_st> |  €

**Interface CFG**

<interface\_def> → AM interface