

Nicholas Carmello
Design of Compilers
Monday, March 14th

Lab 3 Dragon

```
start() { parseValue();  
        match(rm); }
```

```
parseValue() { if token == num  
               (match(num))  
             else  
               match(LParen)  
               parseExpr()  
               match(RParen); }
```

```
parseValue(); if token == num || LParen:  
              parseValue()  
              parseValue()  
            else:  
              match(R)
```

```
parseExpr() { if token == plus:  
              match(plus)  
              parseValue()  
              parseValue()  
            else:  
              match(mult)  
              parseValue(); }
```

S
SS*
SS+SS*
as+SS*
a at SS*
a at a*

S
SS*
Sa*
SS+a*
Sa+a*
a at a*

lab 3
4.7 5.2

start

E

T+E

F+E

Num + E

Num + T plus E

Num + T times F + E

Num + F times F + E

Num + Num times F + E

Num + Num times Num + E

Num + Num times Num + T

Num + Num times Num + F

Num + Num times Num + Num

E

T plus E

T plus T

T plus T times F

T plus T times Num

T plus F times Num

T plus Num times Num

T times F plus Num times Num

T times Num plus Num times Num

F times Num plus Num times Num

Num times Num plus Num times Num