

i, j		
$prog$	$::=$ $ \quad sc_1; \dots; sc_i$	Program Sequence of supercombinators ($i > 0$)
sc	$::=$ $ \quad var \ var_1 \dots var_i = expr$	supercombinators Combinator ($i > 0$)
$expr$	$::=$ $ \quad expr \ aexpr$ $ \quad expr_1 \ binop \ expr_2$ $ \quad let \ defs \ in \ expr$ $ \quad letrec \ defs \ in \ expr$ $ \quad case \ expr \ of \ alts$ $ \quad fun \ (var_1, \dots, var_i) \rightarrow expr$ $ \quad aexpr$	Expressions Application Infix binary application Local definition Local recursive definition Case expression Lambda abstraction ($i > 0$) Atomic expression
$aexpr$	$::=$ $ \quad var$ $ \quad num$ $ \quad Pack \ \{num_1, num_2\}$ $ \quad (expr)$	Atomic expression Variable Number Datatype constructor Parened expression
$defs$	$::=$ $ \quad def_1; \dots; def_i$	Definitions Sequence of definitions ($i > 0$)
def	$::=$ $ \quad var = expr$	Definition A definition
$alts$	$::=$ $ \quad alt_1; \dots; alt_i$	Alternatives Sequence of alternatives ($i > 0$)
alt	$::=$ $ \quad altid \ var_1 \dots var_i$	Alternative An alternative ($i \geq 0$)
$altid$	$::=$ $ \quad \langle num \rangle$	Alternative id Id
$binop$	$::=$ $ \quad arithop$ $ \quad relop$ $ \quad boolop$	Binary operations Arithmetic operator Comparison operator Boolean operator
$arithop$	$::=$ $ \quad +$ $ \quad -$ $ \quad *$ $ \quad /$	Arithmetic operator Addition Subtraction Multiplication Division
$relop$	$::=$ $ \quad <$	Comparison operator Less than

		\leq	Less than or equal to
		$>$	Greater than
		\geq	Greater than or equal to
		\neq	Not equal to
		$==$	Equal to
<i>boolop</i>	::=		Boolean operator
		$\&$	Conjunction
		$ $	Disjunction
<i>var</i>	::=		Variable
		$lalpha\ varch_1 \dots varch_i$	A sequence of chars ($i \geq 0$)
<i>varch</i>	::=		Variable character
		<i>lalpha</i>	Lowercase character
		<i>ualpha</i>	Uppercase character
		<i>digit</i>	Digit
		$-$	Underscore
<i>lalpha</i>	::=		Lowercase character
		a	
		b	
		c	
		d	
		e	
		f	
		g	
		h	
		i	
		j	
		k	
		l	
		m	
		n	
		o	
		p	
		q	
		r	
		s	
		t	
		u	
		v	
		w	
		x	
		y	
		z	
<i>ualpha</i>	::=		Uppercase character
		A	
		B	
		C	

		D	
		E	
		F	
		G	
		H	
		I	
		J	
		K	
		L	
		M	
		O	
		P	
		Q	
		R	
		S	
		T	
		U	
		V	
		W	
		X	
		Y	
		Z	
<i>num</i>	::=		Number
		<i>digit</i> ₁ ... <i>digit</i> _{<i>i</i>}	Sequence of digits (<i>i</i> > 0)
<i>digit</i>	::=		Digit
		0	
		1	
		2	
		3	
		4	
		5	
		6	
		7	
		8	
		9	