XVII. CONTEXT FREE GRAMMAR

CONTEXT FREE GRAMMAR

1	<pre><pre>program></pre></pre>	-	<prod_comment> <globdec> <main></main></globdec></prod_comment>
			<prod_comment> <end></end></prod_comment>
2	<pre><prod_comment></prod_comment></pre>	→	comment <prod_comment></prod_comment>
3	<prod_comment></prod_comment>	-	λ
4	<globdec></globdec>	→	<datatype> id <declare1></declare1></datatype>
			<prod_comment></prod_comment>
5	<globdec></globdec>	-	miss id <functvoid1> <prod_comment></prod_comment></functvoid1>
6	<globdec></globdec>	-	struct id <struct1> <prod_comment></prod_comment></struct1>
7	<globdec></globdec>	-	hold id <const1> <prod_comment></prod_comment></const1>
8	<globdec></globdec>	-	λ
9	<declare1></declare1>	-	<pre><declarechoice> ; <globdec></globdec></declarechoice></pre>
10	<declare1></declare1>	-	<functret> <globdec></globdec></functret>
11	<functret1></functret1>	-	(<dtypea>) { <globdec> <body></body></globdec></dtypea>
			backup (<returnparam>) ; <globdec></globdec></returnparam>
12	<struct1></struct1>	→	{ <memdec> } ; <globdec></globdec></memdec>
13	<pre><declareoption></declareoption></pre>	-	<datatype> id <declare></declare></datatype>
			<prod_comment></prod_comment>
14	<pre><declareoption></declareoption></pre>	→	miss id <functvoid> <prod_comment></prod_comment></functvoid>
15	<pre><declareoption></declareoption></pre>	-	struct id <struct> <prod_comment></prod_comment></struct>
16	<pre><declareoption></declareoption></pre>	→	hold id <const> <prod_comment></prod_comment></const>
17	<declare></declare>	-	<pre><declarechoice> ; <declareoption></declareoption></declarechoice></pre>
18	<declare></declare>	→	<functret> <declareoption></declareoption></functret>
19	<functret></functret>	-	(<dtypea>) { <globdec> <body></body></globdec></dtypea>
			backup (<returnparam>) ;</returnparam>
			<pre><declareoption></declareoption></pre>
20	<struct></struct>	-	{ <memdec> } ; <declareoption></declareoption></memdec>
21	<const></const>	-	= <literal> ; <declareoption></declareoption></literal>
22	<literal></literal>	-	Numlit
23	<literal></literal>	-	Declit
24	<literal></literal>	-	Charlit
25	<literal></literal>	-	Stringlit
26	〈Literal〉	-	AFFIRMATIVE
27	<literal></literal>	→	NEGATIVE

28	<literal2></literal2>	→	Num1it
29	<literal2></literal2>	→	Declit
30	〈Literal2〉	→	Charlit
31	<literal2></literal2>	→	Stringlit
32	<datatype></datatype>	→	unit
33	<datatype></datatype>	→	digit
34	<datatype></datatype>	→	joe
35	<datatype></datatype>	→	company
36	<datatype></datatype>	→	response
37	<pre><declarechoice></declarechoice></pre>	→	<initchoice></initchoice>
38	<pre><declarechoice></declarechoice></pre>	→	<n1> <arrayaid></arrayaid></n1>
39	<initchoice></initchoice>	-	, id <initchoice></initchoice>
40	<initchoice></initchoice>	→	= <literal> <addid></addid></literal>
41	<initchoice></initchoice>	→	Λ
42	<addid></addid>	→	, id <initchoice></initchoice>
43	<addid></addid>	→	Λ
44	<n1></n1>	→	[<index>] <n2></n2></index>
45	<n2></n2>	→	[<index>]</index>
46	<n2></n2>	→	Λ
47	<index></index>	→	Numlit <smath></smath>
48	<index></index>	→	id <smath></smath>
49	<smath></smath>	→	<pre><operator> <index></index></operator></pre>
50	<smath></smath>	→	Λ
51	<arrayaid></arrayaid>	→	= { <elemchoice> }</elemchoice>
52	<arrayaid></arrayaid>	→	Λ
53	<elemchoice></elemchoice>	→	<element></element>
54	<elemchoice></elemchoice>	→	{ <element> } <m_elem></m_elem></element>
55	<element></element>	→	<literal2> <addelem></addelem></literal2>
56	<addelem></addelem>	→	, <element></element>
57	<addelem></addelem>	→	Λ
58	<m_elem></m_elem>	→	, { <element> } <m2_elem></m2_elem></element>
59	<m2_e1em></m2_e1em>	→	<m_elem></m_elem>
60	<m2_e1em></m2_e1em>	→	Λ
61	<memdec></memdec>	→	<datatype> id <initdec> ; <memdec></memdec></initdec></datatype>
62	<memdec></memdec>	→	Λ

63	<initdec></initdec>	-	<initdecchoice></initdecchoice>
64	<initdec></initdec>	-	<n1></n1>
65	<initdec></initdec>	-	Λ
66	<pre><initdecchoice></initdecchoice></pre>	-	, id <initdecchoice></initdecchoice>
67	<pre><initdecchoice></initdecchoice></pre>	→	Λ
68	<dtypea></dtypea>	-	<datatype> id <exdtypea></exdtypea></datatype>
69	<dtypea></dtypea>	→	Λ
70	<exdtypea></exdtypea>	→	, <dtypea></dtypea>
71	<exdtypea></exdtypea>	-	Λ
72	<returnparam></returnparam>	-	<literal></literal>
73	<returnparam></returnparam>	-	<negate> id <outc></outc></negate>
74	<returnparam></returnparam>	-	sqrt (returnParam)
75	<returnparam></returnparam>	-	Λ
76	<negate></negate>	→	~
77	<negate></negate>	→	λ
78	<main></main>	→	<pre>PrimaryMission () { <prod_comment></prod_comment></pre>
			<body> }</body>
79	<body></body>	-	<pre><declareoption> <body></body></declareoption></pre>
80	<body></body>	→	<print> <body></body></print>
81	<body></body>	→	<scan> <body></body></scan>
82	<body></body>	→	<for> <body></body></for>
83	<body></body>	-	<assignchoice> <body></body></assignchoice>
84	<body></body>	→	<ifelse> <body></body></ifelse>
85	<body></body>	→	<do_while> <body></body></do_while>
86	<body></body>	→	<while> <body></body></while>
87	<body></body>	→	<switch> <body></body></switch>
88	<body></body>	-	<prod_comment></prod_comment>
89	<body></body>	-	Λ
90	<print></print>	-	post (<postval>) ;</postval>
91	<pre><postval></postval></pre>	-	<returnparam> <concatlit></concatlit></returnparam>
92	<outc></outc>	→	<arrayaid></arrayaid>
93	<outc></outc>	-	(<operand> <addparam>)</addparam></operand>
94	<outc></outc>	→	. <convert></convert>
95	<concatlit></concatlit>	-	+ <returnparam> <concatlit></concatlit></returnparam>
96	<concatlit></concatlit>	-	λ

97			
98			
99	<concatlit></concatlit>	→	Λ
100	<exconcatlit></exconcatlit>	-	+ <postval></postval>
101	<exconcatlit></exconcatlit>	→	Λ
102	<scan></scan>	→	capture (<scanval>) ;</scanval>
103	<scanval></scanval>	-	# id <addscan></addscan>
104	<addscan></addscan>	-	, # id <extaddscan></extaddscan>
105	<addscan></addscan>	-	. id <n1> <extaddscan></extaddscan></n1>
106	<addscan></addscan>	-	Λ
107	<extaddscan></extaddscan>	-	, # id <addscan></addscan>
108	<extaddscan></extaddscan>	→	Λ
109	<assignchoice></assignchoice>	-	<accessassigndtype></accessassigndtype>
110	<assignchoice></assignchoice>	-	<mrt>Cond></mrt>
111	<assignchoice></assignchoice>	-	<structcall></structcall>
112	<assignchoice></assignchoice>	→	<pre>swap (<returnparam>) ;</returnparam></pre>
113	<accessassigndtype></accessassigndtype>	-	id <assignvaluechoice></assignvaluechoice>
114	<assignvaluechoice></assignvaluechoice>	→	<n1> <assignmentinit> ;</assignmentinit></n1>
			<assignchoice></assignchoice>
115	<assignvaluechoice></assignvaluechoice>	→	= <assignvalue> ; <assignchoice></assignchoice></assignvalue>
116	<assignvaluechoice></assignvaluechoice>	→	<functcall> ;</functcall>
117	<assignvaluechoice></assignvaluechoice>	→	. id <structinitial></structinitial>
118	<assignmentinit></assignmentinit>	→	= <assignvalue></assignvalue>
119	<assignmentinit></assignmentinit>	→	. id = <assignvalue></assignvalue>
120	<pre><structinitial></structinitial></pre>	→	= <initstruct></initstruct>
121	<pre><structinitial></structinitial></pre>	-	<accessvaluechoice></accessvaluechoice>
122	<accessvaluechoice></accessvaluechoice>	-	<structmath> <assignsym> <mathop></mathop></assignsym></structmath>
123	<structcall></structcall>	-	struct id <varstruct> ;</varstruct>
124	<varstruct></varstruct>	-	id <structarray> <addstructvar></addstructvar></structarray>
125	<structarray></structarray>	→	<n1></n1>
126	<structarray></structarray>	→	Λ
127	<addstructvar></addstructvar>	-	, <varstruct></varstruct>
128	<addstructvar></addstructvar>	-	Λ
129	<functcall></functcall>	-	(<param/>)
130	<functcall></functcall>	-	Λ

131	<pre><param/></pre>	-	id <addparam></addparam>
132	<pre><param/></pre>	→	Λ
133	<addparam></addparam>	→	, id <addparam></addparam>
134	<addparam></addparam>	→	Λ
135	<initstruct></initstruct>	→	<literal2></literal2>
136	<initstruct></initstruct>	→	id
137	<assignsym></assignsym>	→	<pre><oper1> =</oper1></pre>
138	<pre><oper1></oper1></pre>	→	+
139	<pre><oper1></oper1></pre>	→	-
140	<pre><oper1></oper1></pre>	→	*
141	<pre><oper1></oper1></pre>	→	/
142	<pre><oper1></oper1></pre>	→	^
143	<pre><oper1></oper1></pre>	→	%
144	<pre><oper1></oper1></pre>	→	Λ
145	<assignvalue></assignvalue>	→	<literal></literal>
146	<assignvalue></assignvalue>	→	id <functcall></functcall>
147	<pre><convert></convert></pre>	→	ToJoeRange
148	<pre><convert></convert></pre>	→	Extent
149	<convert></convert>	→	Carry (returnParam) ;
150	<mntcond></mntcond>	→	<mnt> id</mnt>
151	<mntcond></mntcond>	→	id <mnt></mnt>
152	<mnt></mnt>	→	++
153	<mnt></mnt>	→	
154	<for></for>	→	inquire (id = $\langle val1 \rangle$; $\langle Re10p \rangle$;
			<mntcond>) { <body> }</body></mntcond>
155	<val1></val1>	→	Numlit <valpp></valpp>
156	<val1></val1>	→	Declit <valpp></valpp>
157	<val1></val1>	→	id <valpp></valpp>
158	<valpp></valpp>	→	<pre><operator> <val1></val1></operator></pre>
159	<valpp></valpp>	→	Λ
160	<pre><operator></operator></pre>	→	+
161	<pre><operator></operator></pre>	→	_
162	<pre><operator></operator></pre>	→	*
163	<pre><operator></operator></pre>	→	/
164	<pre><operator></operator></pre>	→	^

165	<pre><operator></operator></pre>	-	%
166	<re10p></re10p>	→	id <relopext></relopext>
167	<relopext></relopext>	→	<pre><op1> <literal> <relopext></relopext></literal></op1></pre>
168	<relopext></relopext>	→	Λ
169	<op1></op1>	-	==
170	<op1></op1>	-	>=
171	<op1></op1>	-	<=
172	<op1></op1>	-	!=
173	<log0per></log0per>	-	
174	<log0per></log0per>	-	&
175	<ifelse></ifelse>	-	inorder (<ifcondition>) {</ifcondition>
			<pre><ifstatement> } <elseif> <else></else></elseif></ifstatement></pre>
176	<ifcondition></ifcondition>	-	<re10p></re10p>
177	<ifcondition></ifcondition>	-	<log0p></log0p>
178	<ifstatement></ifstatement>	→	<body> <break></break></body>
179	<ifstatement></ifstatement>	→	backup (<returnparam>) ;</returnparam>
180	 break>	→	abort ();
181	<log0p></log0p>	→	(<re10p>) <extlog0p></extlog0p></re10p>
182	<extlogop></extlogop>	→	<log0per> <log0p></log0p></log0per>
183	<extlogop></extlogop>	-	λ
184	<elseif></elseif>	-	otherorder (<ifcondition>) {</ifcondition>
			<pre><ifstatement> } <elseif></elseif></ifstatement></pre>
185	<elseif></elseif>	-	Λ
186	<else></else>	-	order { <ifstatement> }</ifstatement>
187	<else></else>	-	Λ
188	<do_while></do_while>	→	go { $\langle body \rangle$ } phase ($\langle Re10p \rangle$) ;
189	<while></while>	→	phase (<re10p>) { <body> }</body></re10p>
190	<switch></switch>	-	campaign (id) { <case> <default> }</default></case>
191	<case></case>	-	operation <literal> : <body> <break></break></body></literal>
			<case></case>
192	⟨case⟩	-	Λ
193	<default></default>	-	action : <body></body>
194	<default></default>	→	Λ
195	<mathop></mathop>	-	<pre><opercond> ;</opercond></pre>
196	<mathop></mathop>	-	Λ

197	<pre><opercond></opercond></pre>	-	(<operand> <operext_s>)</operext_s></operand>
			<pre><opercondext></opercondext></pre>
198	<opercond></opercond>	-	<pre><operand> <operext_s></operext_s></operand></pre>
199	<pre><operand></operand></pre>	-	<returnparam></returnparam>
200	<pre><0perationMath></pre>	-	<structmath></structmath>
201	<pre><0perationMath></pre>	-	<functcall></functcall>
202	<structmath></structmath>	→	. id
203	<structmath></structmath>	-	Λ
204	<pre><operext_s></operext_s></pre>	→	<pre><operator> <operand> <s_mathext></s_mathext></operand></operator></pre>
205	<pre><operext_s></operext_s></pre>	-	(<simmathop>) <operext_s></operext_s></simmathop>
206	<simmathop></simmathop>	-	<pre><operand> <s_mathext></s_mathext></operand></pre>
207	<s_mathext></s_mathext>	-	<pre><operator> <operand> <s_mathext></s_mathext></operand></operator></pre>
208	<s_mathext></s_mathext>	-	(<simmathop>) <operext_s></operext_s></simmathop>
209	<s_mathext></s_mathext>	-	Λ
210	<pre><opercondext></opercondext></pre>	-	<pre><operator> <operext_s></operext_s></operator></pre>
211	<pre><opercondext></opercondext></pre>	-	Λ
212	<end></end>	→	<pre>deploy () ; <prod_comment></prod_comment></pre>

XVIII. FIRST SET

FIRST SET

	Non-Terminal Symbol	First Set
1	<pre><pre>program></pre></pre>	comment, λ, PrimaryMission, miss, struct,
		hold, unit, digit, joe, company, response
2	<pre><prod_comment></prod_comment></pre>	comment, λ
3	<globdec></globdec>	miss, struct, hold, λ , unit, digit, joe,
		company, response
4	<declare1></declare1>	;, ,, =, \(\lambda\), [, (
5	<functret1></functret1>	
6	<struct1></struct1>	{
7	<pre><declareoption></declareoption></pre>	miss, struct, hold, unit, digit, joe,
		company, response
8	<declare></declare>	;, ,, =, λ, [, (
9	<functret></functret>	(
10	<struct></struct>	{
11	<const></const>	=
12	<literal></literal>	Numlit, Declit, Charlit, Stringlit,
		AFFIRMATIVE, NEGATIVE
13	<literal2></literal2>	Numlit, Declit, Charlit, Stringlit
14	<datatype></datatype>	unit, digit, joe, company, response
15	<pre><declarechoice></declarechoice></pre>	$,, =, \lambda, [$
16	<initchoice></initchoice>	,, =, λ
17	<addid></addid>	,, λ
18	<n1></n1>	
19	<n2></n2>	[, λ
20	<index></index>	Numlit, id
21	<smath></smath>	λ, +, -, *, /, ^, %
22	<arrayaid></arrayaid>	=, λ
23	<elemchoice></elemchoice>	{, Numlit, Declit, Charlit, Stringlit
24	<element></element>	Numlit, Declit, Charlit, Stringlit
25	<addelem></addelem>	,, λ
26	<m_elem></m_elem>	,
27	<m2_e1em></m2_e1em>	λ, ,
28	<memdec></memdec>	λ, unit, digit, joe, company, response

29	<initdec></initdec>	λ, ,, [
30	<pre><initdecchoice></initdecchoice></pre>	,, λ
31	<dtypea></dtypea>	λ, unit, digit, joe, company, response
32	<exdtypea></exdtypea>	,, λ
33	<returnparam></returnparam>	id, sqrt, λ , Numlit, Declit, Charlit, Stringlit, AFFIRMATIVE, NEGATIVE, $^{\sim}$
34	<negate></negate>	~, λ
	<main></main>	PrimaryMission
35	<body></body>	λ, miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, comment
36	<print></print>	post
37	<postval></postval>	id, sqrt, λ, Numlit, Declit, Charlit, Stringlit, AFFIRMATIVE, NEGATIVE, ^, +
38	<outc></outc>	(, ., =, λ
39	<concatlit></concatlit>	+, λ
40	<exconcatlit></exconcatlit>	+, λ
41	<scan></scan>	capture
42	<scanval></scanval>	#
43	<addscan></addscan>	,, ., λ
44	<extaddscan></extaddscan>	,, λ
45	<assignchoice></assignchoice>	swap, id, struct, ++,
46	<accessassigndtype></accessassigndtype>	id
	<assignvaluechoice></assignvaluechoice>	=, ;, ., [, (, λ
47	<assignmentinit></assignmentinit>	=, .
48	<pre><structinitial></structinitial></pre>	=, ., λ, ->, -, *, /, ^, %
49	<accessvaluechoice></accessvaluechoice>	λ ,
50	<pre><structcall></structcall></pre>	struct
51	<pre><varstruct></varstruct></pre>	id
52	<structarray></structarray>	λ, [
53	<addstructvar></addstructvar>	,, λ
54	<functcall></functcall>	(, λ
55	<pre><param/></pre>	id, λ
56	<addparam></addparam>	,, λ

57	<initstruct></initstruct>	id, Numlit, Declit, Charlit, Stringlit
58	<assignsym></assignsym>	=, ->, -, *, /, ^, %, λ
59	<pre><oper1></oper1></pre>	->, -, *, /, ˆ, %, λ
60	<assignvalue></assignvalue>	id, Numlit, Declit, Charlit, Stringlit,
		AFFIRMATIVE, NEGATIVE
61	<convert></convert>	ToJoeRange, Extent, Carry
62	<mntcond></mntcond>	id, ++,
63	<mnt></mnt>	++,
64	<for></for>	inquire
65	<val1></val1>	Numlit, Declit, id
66	<valpp></valpp>	λ, +, -, *, /, ^, %
67	<pre><operator></operator></pre>	+, -, *, /, ^, %
68	<re10p></re10p>	id
69	<relopext></relopext>	λ, ==, >=, <=, !=, <, >
70	<op1></op1>	==, >=, <=, !=, <, >
71	<log0per></log0per>	, &
72	<ifelse></ifelse>	inorder
73	<ifcondition></ifcondition>	id, (
74	<ifstatement></ifstatement>	backup, λ , miss, struct, hold, unit, digit,
		joe, company, response, capture, post, swap,
		id, ++,, go, campaign, inquire, phase,
		inorder, comment, abort
75	 break>	abort
76	<log0p></log0p>	(
77	<extlog0p></extlog0p>	λ, , &
78	<elseif></elseif>	otherorder, λ
79	<else></else>	order, λ
80	<do_while></do_while>	go
81	<while></while>	phase
82	<switch></switch>	campaign
83	<case></case>	operation, λ
84	<default></default>	action, λ
85	<mathop></mathop>	λ, (, id, sqrt, Numlit, Declit, Charlit, Stringlit, AFFIRMATIVE, NEGATIVE, ~, +, -, *,
		/, ^, %

86	<pre><opercond></opercond></pre>	(, id, sqrt, λ , Numlit, Declit, Charlit,
		Stringlit, AFFIRMATIVE, NEGATIVE, ~, +, -, *,
		/, ^, %
87	<pre><operand></operand></pre>	id, sqrt, λ, Numlit, Declit, Charlit,
		Stringlit, AFFIRMATIVE, NEGATIVE, ~
88	<pre><0perationMath></pre>	., λ, (
89	<structmath></structmath>	., λ
90	<pre><operext_s></operext_s></pre>	(, +, -, *, /, ^, %
91	<s_mathext></s_mathext>	(, λ, +, -, *, /, ˆ, %
92	<pre><opercondext></opercondext></pre>	λ, +, -, *, /, ^, %
93	<end></end>	deploy

XIX. FOLLOW SET

FOLLOW SET

Non-Terminal Symbol	Follow Set
<pre><pre><pre><pre><pre><pre><pre><pre></pre></pre></pre></pre></pre></pre></pre></pre>	\$
), miss, struct, hold, unit, digit, joe, company, response, capture,
<pre><prod_comment></prod_comment></pre>	post, swap, id, ++,, go, campaign, inquire, phase, inorder, comment, PrimaryMission, deploy,
	abort, }, backup, \$
<globdec></globdec>), miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, comment, PrimaryMission
<declare1></declare1>	comment,), miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, PrimaryMission
<struct1></struct1>	comment,), miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, PrimaryMission
<pre><declareoption></declareoption></pre>	miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, comment, abort, }, backup,), PrimaryMission
<declare></declare>	comment, miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, abort, }, backup,), PrimaryMission

	miss, struct, hold, unit, digit,
	joe, company, response, comment,),
<functret></functret>	capture, post, swap, id, ++,, go,
vidic the tr	campaign, inquire, phase, inorder,
	PrimaryMission
	comment, miss, struct, hold, unit,
	digit, joe, company, response,
<struct></struct>	capture, post, swap, id, ++,, go,
\Struct/	campaign, inquire, phase, inorder,
	abort, }, backup,), PrimaryMission
	comment, miss, struct, hold, unit,
	digit, joe, company, response,
<const></const>	capture, post, swap, id, ++,, go,
(Colls t/	campaign, inquire, phase, inorder,
	abort, }, backup,), PrimaryMission
	:, ==, >=, <=, !=, <, >, ,, ;,), +,
<literal></literal>	(, -, *, /, ^, %
	,, }, miss, struct, hold, unit,
	digit, joe, company, response,
<literal2></literal2>	capture, post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, backup
<datatype></datatype>	id
<pre><declarechoice></declarechoice></pre>	;
<initchoice></initchoice>	;
<addid></addid>	;
<n1></n1>	=, ., ,, ;,)
<n2></n2>	=, ., ,, ;,)
<index></index>]
<smath></smath>]
<arrayaid></arrayaid>	;,), +, (, -, *, /, ^, %, ,
<elemchoice></elemchoice>	}
<element></element>	}
<addelem></addelem>	}
<m_e1em></m_e1em>	}

<m2_e1em></m2_e1em>	}
<memdec></memdec>	}
<initdec></initdec>	;
<initdecchoice></initdecchoice>	;
<dtypea></dtypea>)
<exdtypea></exdtypea>)
<returnparam></returnparam>), +, (, -, *, /, ^, %, ,, ;
<negate></negate>	id
<main></main>	PrimaryMission, comment
<body></body>	abort, }, backup
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<print></print>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
<postval></postval>)
<outc></outc>), +, (, -, *, /, ^, %, ,, ;
<concatlit></concatlit>)
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<scan></scan>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
<scanval></scanval>)
<addscan></addscan>)
<extaddscan></extaddscan>)
<assignchoice></assignchoice>	miss, struct, hold, unit, digit,
	joe, company, response, capture,
	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
	miss, struct, hold, unit, digit,
<accessassigndtype></accessassigndtype>	joe, company, response, capture,
	post, swap, id, ++,, go,

	campaign, inquire, phase, inorder, comment, abort, }, backup
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<assignvaluechoice></assignvaluechoice>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
<assignmentinit></assignmentinit>	;
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<structinitial></structinitial>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<accessvaluechoice></accessvaluechoice>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<structcall></structcall>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
<varstruct></varstruct>	;
<structarray></structarray>	,, ;
<addstructvar></addstructvar>	;
<functcall></functcall>	;
<pre><param/></pre>)
<addparam></addparam>)
<initstruct></initstruct>	miss, struct, hold, unit, digit,
	joe, company, response, capture,
	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup

<assignsym></assignsym>	(, id, sqrt, Numlit, Declit, Charlit, Stringlit, AFFIRMATIVE, NEGATIVE, ~, +, -, *, /, ^, %, miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, ++,, go, campaign, inquire, phase, inorder, comment, abort, },
<pre><oper1></oper1></pre>	backup =
<assignvalue></assignvalue>	:
<pre><convert></convert></pre>), +, (, -, *, /, ^, %, ,, ;
<mntcond></mntcond>), miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, comment, abort, }, backup
<mnt></mnt>	id,), miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, ++,, go, campaign, inquire, phase, inorder, comment, abort, }, backup
<for></for>	miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, comment, abort, }, backup
<val1></val1>	;
<valpp></valpp>	;
<pre><operator></operator></pre>	(, +, -, *, /, ^, %, id, sqrt, Numlit, Declit, Charlit, Stringlit, AFFIRMATIVE, NEGATIVE, ~,), ;
<re10p></re10p>), ;
<re1opext></re1opext>), ;
<op1></op1>	Numlit, Declit, Charlit, Stringlit, AFFIRMATIVE, NEGATIVE

<logoper></logoper>	(
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<ifelse></ifelse>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
<ifcondition></ifcondition>)
<ifstatement></ifstatement>	}
 break>	operation, id, action, }
<log0p></log0p>)
<extlog0p></extlog0p>)
	order, miss, struct, hold, unit,
	digit, joe, company, response,
<elseif></elseif>	capture, post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<else></else>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<do_while></do_while>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<while></while>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<switch></switch>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup

<case></case>	id, action
<default></default>	}
	miss, struct, hold, unit, digit,
	joe, company, response, capture,
<mathop></mathop>	post, swap, id, ++,, go,
	campaign, inquire, phase, inorder,
	comment, abort, }, backup
<pre><opercond></opercond></pre>	;
<pre><operand></operand></pre>	(, +, -, *, /, ^, %, ,,), ;
<pre><0perationMath></pre>	
<structmath></structmath>	=, ->, -, *, /, ^, %
<pre><operext_s></operext_s></pre>), ;
<simmathop></simmathop>)
<s_mathext></s_mathext>), ;
<pre><opercondext></opercondext></pre>	;
<end></end>	\$

XX. PREDICT SET

PREDICT SET

#	Expression	Predict
1	<pre></pre>	comment, miss, struct, hold, unit, digit, joe, company, response, PrimaryMission
2	<pre><prod_comment> → comment <prod_comment></prod_comment></prod_comment></pre>	comment
3	<prod_comment> → λ</prod_comment>), miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, comment, PrimaryMission, deploy, abort, }, backup, \$
4	<globdec> → <datatype> id <declare1> <prod_comment></prod_comment></declare1></datatype></globdec>	unit, digit, joe, company, response
5	<pre><globdec> → miss id <functvoid1> <prod_comment></prod_comment></functvoid1></globdec></pre>	miss
6	<globdec> → struct id <struct1> <prod_comment></prod_comment></struct1></globdec>	struct
7	<globdec> → hold id <const1> <prod_comment></prod_comment></const1></globdec>	hold
8	<globdec> → λ</globdec>), miss, struct, hold, unit, digit, joe, company, response, capture, post, swap, id, ++,, go, campaign, inquire, phase, inorder, comment, PrimaryMission
9	<pre></pre>	,, =, , ;
10	<pre></pre>	(
11	<pre><functret1> → (<dtypea>) {</dtypea></functret1></pre>	(
12	<struct1> → { <memdec> } ; <globdec></globdec></memdec></struct1>	{
13	<pre></pre>	unit, digit, joe, company, response
14	<pre><declareoption> → miss id <functvoid> <prod_comment></prod_comment></functvoid></declareoption></pre>	miss
15	<pre></pre>	struct

```
⟨DeclareOption⟩ → hold id ⟨const⟩
                                                        hold
16
      <Prod comment>
      ⟨Declare⟩ → ⟨DeclareChoice⟩ ;
17
                                                        ,, =, , ;
      <DeclareOption>
      ⟨Declare⟩ → ⟨functRet⟩
                                                         (
18
      <DeclareOption>
      \langle \text{functRet} \rangle \rightarrow (\langle \text{dtypeA} \rangle)  {
                                                         (
      <GlobDec> <body> backup (
19
      <returnParam> ) ; <DeclareOption>
      \langle \text{struct} \rangle \rightarrow \{ \langle \text{memDec} \rangle \} ;
20
      <DeclareOption>
      \langle const \rangle \rightarrow = \langle Literal \rangle;
21
      <DeclareOption>
22
      <Literal> → Numlit
                                                        Numlit
      <Literal> → Declit
23
                                                        Declit
24
      <Literal> → Charlit
                                                        Charlit
      \langle Literal \rangle \rightarrow Stringlit
25
                                                        Stringlit
      <Literal> → AFFIRMATIVE
26
                                                        AFFIRMATIVE
      <Literal> → NEGATIVE
                                                        NEGATIVE
27
      \langle Literal2 \rangle \rightarrow Numlit
28
                                                        Numlit
      <Literal2> → Declit
                                                        Declit
29
30
      <Literal2> → Charlit
                                                        Charlit
      <Literal2> → Stringlit
31
                                                        Stringlit
32
      ⟨datatype⟩ → unit
                                                        unit
33
      <datatype> → digit
                                                        digit
34
      ⟨datatype⟩ → joe
                                                        joe
      <datatype> → company
35
                                                        company
36
      <datatype> → response
                                                        response
37
      ⟨DeclareChoice⟩ → ⟨InitChoice⟩
                                                        ,, =
      ⟨DeclareChoice⟩ → ⟨N1⟩ ⟨arrayAID⟩
38
      \langle InitChoice \rangle \rightarrow, id \langle InitChoice \rangle
      <InitChoice> → = <Literal>
40
      <addID>
      \langle InitChoice \rangle \rightarrow \lambda
41
42
      \langle addID \rangle \rightarrow, id \langle InitChoice \rangle
     \langle addID \rangle \rightarrow \lambda
43
44
      \langle N1 \rangle \rightarrow [\langle index \rangle] \langle N2 \rangle
     \langle N2 \rangle \rightarrow [\langle index \rangle]
45
46
      \langle N2 \rangle \rightarrow \lambda
                                                        =, ., ,, ;, )
      <index> → Numlit <Smath>
47
                                                        Numlit
      \langle index \rangle \rightarrow id \langle Smath \rangle
48
                                                        id
```

```
+, -, *, /, ^, %
     <Smath> → <operator> <index>
49
50
      \langle Smath \rangle \rightarrow \lambda
     <arrayAID> → = { <ElemChoice> }
51
52
      \langle arrayAID \rangle \rightarrow \lambda
                                                         ;, ), +, (, -, *, /, ^, %, ,
53
      <ElemChoice> → <Element>
                                                         Numlit, Declit, Charlit, Stringlit
      <ElemChoice> → { <Element> }
54
      <M Elem>
      <Element> → <Literal2> <addElem>
55
                                                         Numlit, Declit, Charlit, Stringlit
56
      \langle addElem \rangle \rightarrow, \langle Element \rangle
      \langle addElem \rangle \rightarrow \lambda
57
      \langle M_Elem \rangle \rightarrow , \{ \langle Element \rangle \}
58
      <M2 Elem>
      \langle M2\_E1em \rangle \rightarrow \langle M\_E1em \rangle
59
60
      \langle M2 E1em \rangle \rightarrow \lambda
      <memDec> → <datatype> id
61
                                                         unit, digit, joe, company, response
      <initDec> ; <memDec>
      \langle memDec \rangle \rightarrow \lambda
62
      ⟨initDec⟩ → ⟨initDecChoice⟩
64
      <initDec> → <N1>
      \langle initDec \rangle \rightarrow \lambda
      \langle initDecChoice \rangle \rightarrow, id
66
      <initDecChoice>
      \langle initDecChoice \rangle \rightarrow \lambda
67
      <dtypeA> → <datatype> id
68
                                                         unit, digit, joe, company, response
      <ExdtypeA>
      \langle dtypeA \rangle \rightarrow \lambda
69
      <ExdtypeA> → , <dtypeA>
70
      \langle \text{ExdtypeA} \rangle \rightarrow \lambda
71
                                                         Numlit, Declit, Charlit, Stringlit,
72
      <returnParam> → <Literal>
                                                         AFFIRMATIVE, NEGATIVE
      <returnParam> → <negate> id
                                                         ~, id
73
      <outC>
      <returnParam> → sqrt (
74
                                                         sqrt
      returnParam )
75
      \langle returnParam \rangle \rightarrow \lambda
                                                         ), +, (, -, *, /, ^, %, ,, ;
      \langle \text{negate} \rangle \rightarrow ^{\sim}
76
      \langle \text{negate} \rangle \rightarrow \lambda
77
                                                         id
      <main> → PrimaryMission () {
78
                                                         PrimaryMission
      <Pre><Pre> <Pre> <Pre> <body> }
                                                         miss, struct, hold, unit, digit, joe,
79
      <br/>
⟨body⟩ → ⟨DeclareOption⟩ ⟨body⟩
                                                         company, response
```

```
<br/>
⟨body⟩ → ⟨print⟩ ⟨body⟩
80
                                                       post
81
    capture
82
      \langle body \rangle \rightarrow \langle for \rangle \langle body \rangle
                                                       inquire
83
     ⟨body⟩ → ⟨assignChoice⟩ ⟨body⟩
                                                       swap, id, struct, ++, --
      <body> → <ifelse> <body>
                                                       inorder
84
85
     <br/>
⟨body⟩ → ⟨do_while⟩ ⟨body⟩
                                                       go
86
      <br/>
⟨body⟩ → ⟨while⟩ ⟨body⟩
                                                       phase
87
     \langle body \rangle \rightarrow \langle switch \rangle \langle body \rangle
                                                       campaign
88
      <br/>
⟨body⟩ → ⟨Prod comment⟩
                                                       comment
     \langle body \rangle \rightarrow \lambda
                                                       abort, }, backup
89
90
      \langle print \rangle \rightarrow post (\langle postval \rangle);
                                                       post
      ⟨postval⟩ → ⟨returnParam⟩
                                                       id, sgrt, Numlit, Declit, Charlit,
91
      <ConcatLit>
                                                       Stringlit, AFFIRMATIVE, NEGATIVE, ~, +
92
      <outC> → <arrayAID>
                                                        (
      <outC> → ( <operand> <addparam> )
93
      \langle outC \rangle \rightarrow . \langle convert \rangle
94
      <ConcatLit> → + <returnParam>
95
                                                       +
      <ConcatLit>
96
      \langle ConcatLit \rangle \rightarrow \lambda
      \langle ExConcatLit \rangle \rightarrow + \langle postval \rangle
      \langle ExConcatLit \rangle \rightarrow \lambda
98
      \langle scan \rangle \rightarrow capture (\langle scanVal \rangle);
99
                                                       capture
10
      <scanVal> → # id <addScan>
                                                       #
0
10
      <addScan> → , # id <ExtaddScan>
1
      \langle addScan \rangle \rightarrow . id \langle N1 \rangle
10
2
      <ExtaddScan>
10
      <addScan> → λ
3
10
      ⟨ExtaddScan⟩ → , # id ⟨addScan⟩
4
10
      \langle \text{ExtaddScan} \rangle \rightarrow \lambda
5
10
      <assignChoice> →
                                                       id
6
      <AccessAssignDtype>
10
      <assignChoice> → <mntCond>
                                                       id, ++, --
7
10
      <assignChoice> → <structCall>
                                                       struct
8
```

```
10
     <assignChoice> → swap (
                                                   swap
9
     <returnParam>);
11
     <AccessAssignDtype> → id
                                                   id
     <assignValueChoice>
0
     <assignValueChoice> → <N1>
11
1
     <assignmentInit> ; <assignChoice>
11
     <assignValueChoice> → =
                                                  =
     <assignValue> ; <assignChoice>
     ⟨assignValueChoice⟩ → ⟨functCall⟩
11
                                                   (, ;
3
11
     \langle assignValueChoice \rangle \rightarrow . id
4
     <structInitial>
11
     <assignmentInit> → =
                                                   =
5
     <assignValue>
11
     \langle assignmentInit \rangle \rightarrow . id =
6
     <assignValue>
11
     <structInitial> → = <initStruct>
7
     <structInitial> →
11
                                                  ., =, ->, -, *, /, ^, %
8
     <AccessValueChoice>
11
     <AccessValueChoice> →
                                                   ., =, ->, -, *, /, ^, %
9
     <structMath> <AssignSym> <MathOp>
     <structCall> → struct id
12
                                                   struct
0
     <varStruct> ;
     <varStruct> → id <StructArray>
12
                                                   id
1
     <addStructvar>
12
     <StructArray> → <N1>
2
12
     \langle StructArray \rangle \rightarrow \lambda
                                                   ,,;
3
12
      \langle addStructvar \rangle \rightarrow , \langle varStruct \rangle
4
12
     \langle addStructvar \rangle \rightarrow \lambda
5
12
      \langle \text{functCall} \rangle \rightarrow (\langle \text{param} \rangle)
                                                   (
6
12
      \langle \text{functCall} \rangle \rightarrow \lambda
7
12
      ⟨param⟩ → id ⟨addparam⟩
                                                   id
8
```

12 9	<pre>⟨param⟩ → λ</pre>)
13 0	<addparam> → , id <addparam></addparam></addparam>	,
13 1	<addparam> → λ</addparam>)
13 2	<pre><initstruct> → <literal2></literal2></initstruct></pre>	Numlit, Declit, Charlit, Stringlit
13 3	<initstruct> → id</initstruct>	id
13 4	<assignsym> → <oper1> =</oper1></assignsym>	->, -, *, /, ^, %, =
13 5	<pre><oper1> → → +</oper1></pre>	->
13 6	<pre><oper1> → -</oper1></pre>	_
13 7	<pre><oper1> → *</oper1></pre>	*
13 8	<pre><oper1> → /</oper1></pre>	/
13 9	<pre><oper1> → ^</oper1></pre>	^
14 0	<pre><oper1> → %</oper1></pre>	%
14 1	<pre><oper1> → λ</oper1></pre>	=
14 2	<assignvalue> → <literal></literal></assignvalue>	Numlit, Declit, Charlit, Stringlit, AFFIRMATIVE, NEGATIVE
14 3	<assignvalue> → id <functcall></functcall></assignvalue>	id
14 4	<convert> → ToJoeRange</convert>	ToJoeRange
14 5	<convert> → Extent</convert>	Extent
14 6	<pre>⟨convert⟩ → Carry (returnParam) ;</pre>	Carry
14 7	<mntcond> → <mnt> id</mnt></mntcond>	++,
14 8	<mntcond> → id <mnt></mnt></mntcond>	id

```
14
      <mnt> → ++
                                                     ++
9
15
      \langle mnt \rangle \rightarrow --
0
15
      \langle \text{for} \rangle \rightarrow \text{inquire (id = } \langle \text{val1} \rangle ;
                                                     inquire
     <RelOp> ; <mntCond> ) { <body> }
1
15
      <vall> → Numlit <valPP>
                                                     Numlit
2
15
      <val1> → Declit <valPP>
                                                     Declit
3
15
      \langle val1 \rangle \rightarrow id \langle valPP \rangle
                                                     id
4
15
                                                     +, -, *, /, ^, %
      <valPP> → <operator> <val1>
5
15
      \langle valPP \rangle \rightarrow \lambda
6
15
      <operator> → +
                                                     +
7
15
      <operator> → -
8
15
      <operator> → *
                                                     *
9
16
      <operator> → /
0
16
      ⟨operator⟩ → ^
1
16
      <operator> → %
                                                     %
2
16
      <RelOp> → id <RelopExt>
                                                     id
3
      <RelopExt> → <op1> <Literal>
16
                                                     ==, >=, <=, !=, <, >
4
      <RelopExt>
16
                                                     ), ;
      \langle \text{RelopExt} \rangle \rightarrow \lambda
5
16
      <p1> → ==
                                                     ==
6
16
      op1> → >=
                                                     >=
7
16
      <p1> → <=</pre>
                                                     <=
8
```

```
16
      <p1> → !=
                                                        !=
9
17
      <op1> → <</pre>
                                                        <
0
17
      <p1> → >
                                                        >
1
17
      <LogOper> → oror
                                                        oror
2
17
      <LogOper> → &
                                                        &
3
      <ifelse> → inorder (
17
      <ifcondition> ) { <ifstatement> }
                                                        inorder
4
      <elseif> <else>
17
                                                        id
      \langle \text{ifcondition} \rangle \rightarrow \langle \text{Re10p} \rangle
5
17
      <ifcondition> → ⟨LogOp>
                                                         (
6
                                                        miss, struct, hold, unit, digit, joe,
                                                        company, response, capture, post,
17
      <ifstatement> → <body> <break>
                                                        swap, id, ++, --, go, campaign,
7
                                                        inquire, phase, inorder, comment,
                                                        abort
      <ifstatement> → backup (
17
                                                        backup
8
      <returnParam>);
17
      \langle ifstatement \rangle \rightarrow \lambda
9
18
      \langle break \rangle \rightarrow abort () ;
                                                        abort
0
18
                                                         (
      \langle LogOp \rangle \rightarrow (\langle Re1Op \rangle) \langle ExtLogOp \rangle
1
18
      \langle \text{ExtLogOp} \rangle \rightarrow \langle \text{LogOper} \rangle \langle \text{LogOp} \rangle
                                                        oror, &
2
18
      \langle \text{ExtLogOp} \rangle \rightarrow \lambda
3
      \langle elseif \rangle \rightarrow otherorder (
18
      <ifcondition> ) { <ifstatement> }
                                                        otherorder
4
      <elseif>
                                                        order, miss, struct, hold, unit,
18
      \langle elseif \rangle \rightarrow \lambda
                                                        digit, joe, company, response,
5
                                                        capture, post, swap, id, ++, --, go,
```

```
campaign, inquire, phase, inorder,
                                                comment, abort, }, backup
18
     <else> → order { <ifstatement> }
                                                order
6
                                                miss, struct, hold, unit, digit, joe,
                                                company, response, capture, post,
18
     \langle e1se \rangle \rightarrow \lambda
                                                swap, id, ++, --, go, campaign,
7
                                                inquire, phase, inorder, comment,
                                                abort, }, backup
     \langle do\_while \rangle \rightarrow go \{ \langle body \rangle \} phase
18
                                                go
8
     (\langle Re10p \rangle);
     <while> → phase ( <Re10p> ) {
18
                                                phase
9
     <body> }
     <switch> → campaign ( id ) {
19
                                                campaign
     <case> <default> }
0
19
     ⟨case⟩ → operation ⟨Literal⟩ :
                                                operation
     <body> <break> <case>
1
19
     \langle case \rangle \rightarrow \lambda
                                                id, action
2
19
     <default> → action : <body>
                                                action
3
19
     \langle default \rangle \rightarrow \lambda
4
                                                (, id, sqrt, Numlit, Declit, Charlit,
19
     \langle MathOp \rangle \rightarrow \langle operCond \rangle;
                                                Stringlit, AFFIRMATIVE, NEGATIVE, ~,
5
                                                +, -, *, /, ^, %
                                                miss, struct, hold, unit, digit, joe,
                                                company, response, capture, post,
19
     \langle MathOp \rangle \rightarrow \lambda
                                                swap, id, ++, --, go, campaign,
6
                                                inquire, phase, inorder, comment,
                                                abort, }, backup
     <operCond> → ( <operand>
19
                                                (
     <operExt s> ) <operCondExt>
                                                id, sqrt, Numlit, Declit, Charlit,
19
     <operCond> → <operand>
                                                Stringlit, AFFIRMATIVE, NEGATIVE, ~,
8
     <operExt s>
                                                (, +, -, *, /, ^, %
19
                                                id, sqrt, Numlit, Declit, Charlit,
     <operand> → <returnParam>
9
                                                Stringlit, AFFIRMATIVE, NEGATIVE,
20
     <OperationMath> → <structMath>
0
```

```
20
                                                        (
      <0perationMath> → <functCall>
1
20
      \langle structMath \rangle \rightarrow . id
2
20
                                                        =, ->, -, *, /, ^, %
      \langle structMath \rangle \rightarrow \lambda
3
20
      \langle operExt_s \rangle \rightarrow \langle operator \rangle
                                                        +, -, *, /, ^, %
      <operand> <S MathExt>
4
      \langle operExt_s \rangle \rightarrow (\langle simMathOp \rangle)
20
5
      <operExt s>
                                                        id, sqrt, Numlit, Declit, Charlit,
20
      <simMathOp> → <operand>
                                                        Stringlit, AFFIRMATIVE, NEGATIVE, ~,
      <S MathExt>
6
                                                        (, +, -, *, /, ^, %

⟨S MathExt⟩ → ⟨operator⟩
20
                                                        +, -, *, /, ^, %
7
      <operand> <S_MathExt>
20
      \langle S MathExt \rangle \rightarrow (\langle simMathOp \rangle)
                                                        (
8
      <operExt s>
20
                                                        ), ;
      \langle S MathExt \rangle \rightarrow \lambda
9
21
      <operCondExt> → <operator>
                                                        +, -, *, /, ^, %
0
      <operExt s>
21
      \langle operCondExt \rangle \rightarrow \lambda
1
21
      \langle end \rangle \rightarrow deploy () ;
                                                        deploy
2
      <Prod_comment>
```

XXI. PREDICT TABLE