

## Gramática Corregida

S' -> Program  
Program -> Decl Program  
Program -> Decl  
Decl -> Type ident ;  
Decl -> Type ident ( Formals ) StmtBlock  
Decl -> void ident ( Formals ) StmtBlock  
Decl -> class ident Id Id' { Field' }  
Decl -> interface ident { Prototype' }  
Decl -> const ConstType ident ;  
Type -> int  
Type -> double  
Type -> bool  
Type -> string  
Type -> ident  
Type -> Type []  
ConstType -> int  
ConstType -> double  
ConstType -> bool  
ConstType -> string  
Formals -> Type ident , Formals  
Formals -> Type ident  
Id -> : ident  
Id ->  $\epsilon$   
Id' -> , ident Id'  
Id' ->  $\epsilon$   
Field' -> Field Field'  
Field' ->  $\epsilon$   
Field -> Type ident ;  
Field -> Type ident ( Formals ) StmtBlock  
Field -> void ident ( Formals ) StmtBlock  
Field -> const ConstType ident ;  
Prototype' -> Prototype Prototype'  
Prototype' ->  $\epsilon$   
Prototype -> Type ident ( Formals ) ;  
Prototype -> void ident ( Formals ) ;  
StmtBlock -> { VariableDecl' ConstDecl' Stmt' }  
ConstDecl' -> const ConstType ident ; ConstDecl'  
ConstDecl' ->  $\epsilon$   
VariableDecl' -> Type ident ; VariableDecl'  
VariableDecl' ->  $\epsilon$   
Stmt' -> Stmt Stmt'  
Stmt' ->  $\epsilon$   
Stmt -> Expr ;  
Stmt -> ;  
Stmt -> if ( Expr ) Stmt IfStmt  
Stmt -> while ( Expr ) Stmt  
Stmt -> for ( Expr ; Expr ; Expr ) Stmt  
Stmt -> break ;  
Stmt -> return Expr ;  
Stmt -> Console . WriteLine ( Expr' ) ;

Stmt -> StmtBlock  
IfStmt -> else Stmt  
IfStmt ->  $\epsilon$   
Expr' -> Expr , Expr'  
Expr' -> Expr  
Expr -> ident = ConditionAnd  
Expr -> ConditionAnd  
ConditionAnd -> Equality ConditionAnd'  
ConditionAnd' -> && Equality ConditionAnd'  
ConditionAnd' ->  $\epsilon$   
Equality -> Equality == Relational  
Equality -> Relational  
Relational -> Relational < Additive  
Relational -> Relational <= Additive  
Relational -> Additive  
Additive -> Additive + Multiplicative  
Additive -> Multiplicative  
Multiplicative -> Multiplicative \* Unary  
Multiplicative -> Multiplicative % Unary  
Multiplicative -> Unary  
Unary -> - Primary  
Unary -> ! Primary  
Unary -> Primary  
Primary -> Primary . ident  
Primary -> Primary . ident = Expr  
Primary -> Terminal  
Terminal -> this  
Terminal -> ( Expr )  
Terminal -> New ( ident )  
Terminal -> intConstant  
Terminal -> doubleConstant  
Terminal -> boolConstant  
Terminal -> stringConstant  
Terminal -> null  
Terminal -> ident