**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 -> ε

Id' -> , ident Id'

Id' -> ε

Field’ -> Field Field’

Field’ -> ε

Field -> Type ident ;

Field -> Type ident ( Formals ) StmtBlock

Field -> void ident ( Formals ) StmtBlock

Field -> const ConstType ident ;

Prototype’ ->  Prototype Prototype’

Prototype’ -> ε

Prototype -> Type ident ( Formals ) ;

Prototype -> void ident ( Formals ) ;

StmtBlock -> { VariableDecl’ ConstDecl’ Stmt’ }

ConstDecl’ -> const ConstType ident ; ConstDecl’

ConstDecl’ -> ε

VariableDecl’ -> Type ident ; VariableDecl’

VariableDecl’ -> ε

Stmt’ -> Stmt Stmt’

Stmt’ -> ε

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 -> ε

Expr’ -> Expr , Expr’

Expr’ -> ε

Expr -> ident = ConditionAnd

Expr -> ConditionAnd

ConditionAnd -> Equality ConditionAnd'

ConditionAnd' ->  && Equality ConditionAnd'

ConditionAnd' -> ε

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