

WHILE ::= while
BREAK ::= break
CONTINUE ::= continue
IF ::= if
ELSE ::= else
FLOAT ::= float
INT ::= int
RETURN ::= return
VOID ::= void
UPLETTER ::= 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
LOWLETTER ::= 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
DIGIT ::= 0|1|2|3|4|5|6|7|8|9
BOOLNUMBER ::= false|true
POINT ::= .
ADD ::= +
SUB ::= -
MUL ::= *
DIV ::= /
ASSGIN ::= =
EQUAL ::= ==
EQUALORSNALL ::= <=
EQUALORBIG ::= >=
END ::= ;
LPAR ::= (
RPAR ::=)
LSPAR ::= {
RSPAR ::= }
SIGN ::= ADD|SUB
LETTER ::= UPLETTER|LOWLETTER
BOUNDARYSYMBOL ::= LPAR|RPAR|LSPAR|RSPAR|END
OPERATOR ::= ADD|SUB|MUL|DIV|ASSIGN|EQUAL|EQUALORSNALL|EQUALORBIG
KEYWORD ::= WHILE|BREAK|CONTINUE|IF|ELSE|FLOAT|INT|RETURN|VOID
IDENTIFIER ::= <LETTER|_>{LETTER|DIGIT|_}
INTNUMBER ::= SIGN {DIGIT}
FLOATNUMBER ::= INTNUMBER{POINT}{DIGIT}