Tabla de tokens

Token		Patron
lottor		[0.74.7]
letter	=	[a-zA-Z]
digit	=	[0-9]
number		DIGIT*
one_line_comment	=	"//" [^"\n"]*
multiline_comment	=	" " [^"! "]* "!>"
s_la	=	"{"
s_llc	=	"}"
s_dots	=	n.n
s_semicolon	=	n,n 7
s_arrow	=	"->"
s_pcents	=	%%
s_rank	=	_~
s_colon	=	II II
s_dot	=	"."
s_line	=	1
s_asterisk	=	*
s_plus	=	+
s_qmark	=	?
s_lbreak	=	"\\n"
s_quote	=	"\\\"
s_dquotes	=	"///""
range	=	[!-/] [:-@] [\[-`] [\{-\}]
space	=	"\" \""
conj	=	["c" "C"]["o" "O"]["n" "N"]["j" "J"]
identificador	=	letter(letter DIGIT "_")*
phrase	=	"\"" [^"\""]* "\""

Gramática

```
Terminales: number,s_la,s_llc,s_dots,s_semicolon,s_arrow,s_pcents,s_rank, s_colon,s_dot,
s\_line, s\_asterisk, s\_plus, s\_qmark, s\_lbreak, s\_quote, s\_dquotes, range, space, conj, identificador, phrase, letter;
No Terminales: INICIO, STARTS, CONTENIDO, CONJUNTO, CONTENIDOR,
ER, DEFCONJ, SEPCOMAS, RANGO, DATOSEP, SEPCOMASR, DATORANGO, DEFER, OP, REFCONJ, CADENAS, CADENASR, NAMEC
OBJ;
Inicio: INICIO
INICIO::= STARTS;
STARTS::= s_la CONTENIDO;
CONTENIDO::=
  CONJUNTO CONTENIDOR
  | ER CONTENIDOR;
CONJUNTO ::=
  conj s_dots identificador s_arrow DEFCONJ;
DEFCONJ ::=
  SEPCOMAS
  | RANGO;
SEPCOMAS ::=
  DATOSEP SEPCOMASR;
DATOSEP ::=
  number
  | letter
  range
  | s_asterisk
  | s_plus
  | s_colon
  s_dot
```

```
| s_dots
 | s_semicolon
 | s_qmark
 | s_la
 | s_line
 | s_llc
 |s_dquotes
 | s_quote;
SEPCOMASR ::=
 s_colon SEPCOMAS
 | s_semicolon;
RANGO ::=
 DATORANGO s_rank DATORANGO s_semicolon;
DATORANGO ::=
 number
 | letter
 | range
 | space
 | s_asterisk
 | s_plus
 | s_colon
 | s_dot
 | s_dots
 | s_semicolon
 | s_qmark
 | s_la
 | S_LINE
 | s_llc
 | s_dquotes
```

```
| s_quote;
ER ::=
 identificador s_arrow DEFER;
DEFER ::=
 OP
  | REFCONJ
  | phrase DEFER
 | space DEFER
 | s_lbreak DEFER
 | s_quote DEFER
 | s_dquotes DEFER
 |s_semicolon;
OP ::=
 s_line DEFER
 s_asterisk DEFER
 | s_plus DEFER
 s_qmark DEFER
 | s_dot DEFER;
REFCONJ ::=
 s_la NAMECOBJ s_llc DEFER;
NAMECOBJ::=identificador
      | letter;
CONTENIDOR ::=
 s_pcents CADENASR
  | CONTENIDO;
```