1. *PROGRAM* → *FUNC\_DCLR*
2. *FUNC\_DCLR* → *TYPE* id ( *PARAM* ) *SELECT FUNC\_DCLR*
3. *PARAM* → *TYPE* id *PARAM\_N*
4. *PARAM* → ε
5. *PARAM\_N* → , *TYPE* id *PARAM\_N*
6. *PARAM\_N* → ε
7. *SELECT* → *BODY*
8. *SELECT* → ;
9. *BODY* → { *STMNT* }
10. *STMNT* → *BODY STMNT*
11. *STMNT* → *IF STMNT*
12. *STMNT* → *FOR STMNT*
13. *STMNT* → *CIN STMNT*
14. *STMNT* → *COUT STMNT*
15. *STMNT* → *RETURN STMNT*
16. *STMNT* → *PROM STMNT*
17. *FOR* → for ( *TYPE* id *I\_PROM* ; *EXPR* ; id = *EXPR* ) *STMNT*
18. *IF* → if ( *EXPR* ) *STMNT* else *STMNT*
19. *CIN* → cin >> id *ID\_N* ;
20. *COUT* → cout << *TERM TERM\_N* ;
21. *RETURN* → return *EXPR* ;
22. *ID\_N* → >> id *ID\_N*
23. *ID\_N* → ε
24. *TERM\_N* → << *TERM TERM\_N*
25. *TERM\_N* → ε
26. *I\_PROM* → = *EXPR*
27. *I\_PROM* → ε
28. *PROM* → id = *CALL\_DEC* ;
29. *PROM* → *TYPE* id *I\_PROM* ;
30. *CALL\_DEC* → id ( *LIST\_PAR* )
31. *CALL\_DEC* → *EXPR*
32. *LIST\_PAR* → *TERM LIST\_PAR\_N*
33. *LIST\_PAR\_N* → , *TERM LIST\_PAR\_N*
34. *LIST\_PAR\_N* → ε
35. *LIST\_PAR* → ε
36. *TYPE* → int
37. *TYPE* → string
38. *TYPE* → double
39. *TYPE* → auto
40. *TERM* → term