

Nodo	Predicados	Reglas Semánticas
<b>program</b> → <i>ast:AST*</i>		
<b>func:def</b> → <i>name:String parameter:parameter*</i> <i>retorno:type defvar:defVar* sentence:sentence*</i>		
<b>defVar:def</b> → <i>name:String type:type</i>		
<b>parameter:def</b> → <i>name:String type:type</i>		
<b>defStruct:def</b> → <i>name:String parameter:parameter*</i>		
<b>intType:type</b> → $\lambda$		
<b>realType:type</b> → $\lambda$		
<b>charType:type</b> → $\lambda$		
<b>arrayType:type</b> → <i>index:int type:type</i>		
<b>structType:type</b> → <i>name:String</i>		
<b>voidType:type</b> → $\lambda$		
<b>print:sentence</b> → <i>string:String expr:expr</i>	EsPrimitivo(expr.type)	
<b>read:sentence</b> → <i>expr:expr</i>		
<b>assignment:sentence</b> → <i>left:expr right:expr</i>	mismoTipo(left,right) left.lValue	
<b>ifSentence:sentence</b> → <i>condition:expr iftrue:sentence*</i>	Condition.type == intType	
<b>ifElseSentence:sentence</b> → <i>condition:expr iftrue:sentence* else1:sentence*</i>	Condition.type == intType	
<b>whileSentence:sentence</b> → <i>condition:expr sentence:sentence*</i>		
<b>returnNode:sentence</b> → <i>expr:expr</i>		
<b>funcCall:sentence</b> → <i>name:String args:expr</i>		

<b>exprAritmetica:</b> <i>expr</i> → <i>left:expr op:String right:expr</i>	esPrimitivo(left.type) EsPrimitivo(right.type) If(op = %) left.tipo = int right.tipo =int Else IsNumber(left) isNumber(right)	exprAritmetica.type = left.type.aritmetica(right.type) exprAritmetica.lValue = false
<b>exprLogica:</b> <i>expr</i> → <i>left:expr op:String right:expr</i>	esPrimitivo(left.type) EsPrimitivo(right.type) If(op = &&    op =   ) left.tipo = int right.tipo =int Else IsNumber(left) isNumber(right)	exprLogica.type = left.type.logica(right.type) expr.Logica.lValue = false
<b>exprLogicaNe:</b> <i>expr</i> → <i>expr:expr</i>		exprLogica.type = expr.type expr.Logica.lValue = false
<b>acces:</b> <i>expr</i> → <i>left:expr right:String</i>	Left.type == struct.type	acces.type = definicion.getTypeOf() acces.lValue = true
<b>arrayAcces:</b> <i>expr</i> → <i>left:expr right:expr</i>	Left.type == arrayType Right.type == intType	arrayAcces.type = arrayType arrayAcces.lValue = true
<b>cast:</b> <i>expr</i> → <i>typeToConvert:type expr:expr</i>	Expr.type != typeToConvert	cast.type = typeToConvert

	esPrimitivo(typeToConvert) esPrimitivo(expr.type)	Cast.lValue = false
<b>litEnt:</b> expr → <i>string</i> :String		litEnte.type = IntType litEnte.lValue = false
<b>litReal:</b> expr → <i>string</i> :String		litReal.type = realType litReal.lValue = false
<b>litChar:</b> expr → <i>string</i> :String		litChar.type = charType litChar.lValue=false
<b>variable:</b> expr → <i>string</i> :String		Variable.type = variable.definicion.type Variable.lValue = true
<b>methodCallExpr:</b> expr → <i>name</i> :String <i>args</i> :expr*		methodCallExpr.type= methodCallExpr.definiciom.ret orno methodCallExpr.lValue = false

**Atributos**

Nodo/Categoría Sintáctica	Nombre del Atributo	Tipo Java	Heredado/Sintetizado	Descripción
expresion	type	Type	Sintetizado	
expresion	IValue	boolean	Sintetizado	