**Action**

prog -> type main ( ) { dec\_list stmt\_list }

type -> void

matched

matched

matched

matched

matched

dec\_list -> type id\_list ;

type -> int

matched

id\_list -> id id\_list'

matched

id\_list' -> , id id\_list'

matched

matched

id\_list' -> , id id\_list'

matched

matched

id\_list' -> ^

matched

stmt\_list -> stmt stmt\_list'

stmt -> read\_stmt

read\_stmt -> read ( id\_list ) ;

matched

matched

id\_list -> id id\_list'

matched

id\_list' -> ^

matched

matched

stmt\_list' -> stmt stmt\_list'

stmt -> write\_stmt

write\_stmt -> print ( id\_list ) ;

matched

matched

id\_list -> id id\_list'

matched

id\_list' -> ^

matched

matched

stmt\_list' -> stmt stmt\_list'

stmt -> if\_stmt

if\_stmt -> if ( cndtn ) stmt else stmt

matched

matched

cndtn -> exp relop exp

exp -> term exp'

term -> factor term'

factor -> id

matched

term' -> ^

exp' -> ^

relop -> ==

matched

exp -> term exp'

term -> factor term'

factor -> integer

matched

term' -> ^

exp' -> ^

matched

stmt -> assign

assign -> id = exp ;

matched

matched

exp -> term exp'

term -> factor term'

factor -> id

matched

term' -> \* factor term'

matched

factor -> id

matched

term' -> ^

exp' -> ^

matched

matched

stmt -> assign

assign -> id = exp ;

matched

matched

exp -> term exp'

term -> factor term'

factor -> id

matched

term' -> ^

exp' -> ^

matched

stmt\_list' -> ^

matched

matched