program3.pdf
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Error handling:

I added some basic error handling rules. Many of them are something along the
lines, missing a right parenthesis or missing a semicolon. However, some
account for errors in the middle of a production. For example,
simpletype error SEMI
this allows for some more detailed error messages. I hope to expand these once
we have the full grammar.

The biggest decision I made when choosing how to handle errors, is I chose, if
given enough information to construct a node, I construct it, in it's
entirety. However, I mark it as an error node and I mark all of its children
as error nodes. This made continuing parsing a bit easier. And having more
information about what the original input looked like seemed like a good idea
to me. However, I currently do not print "dirty" error node trees, nor do I
even add them to the final parse tree. However, this can be changed for needs
in the future. ALso the memory of a bad node tree is freed before it is lost.