

Given, CFA,

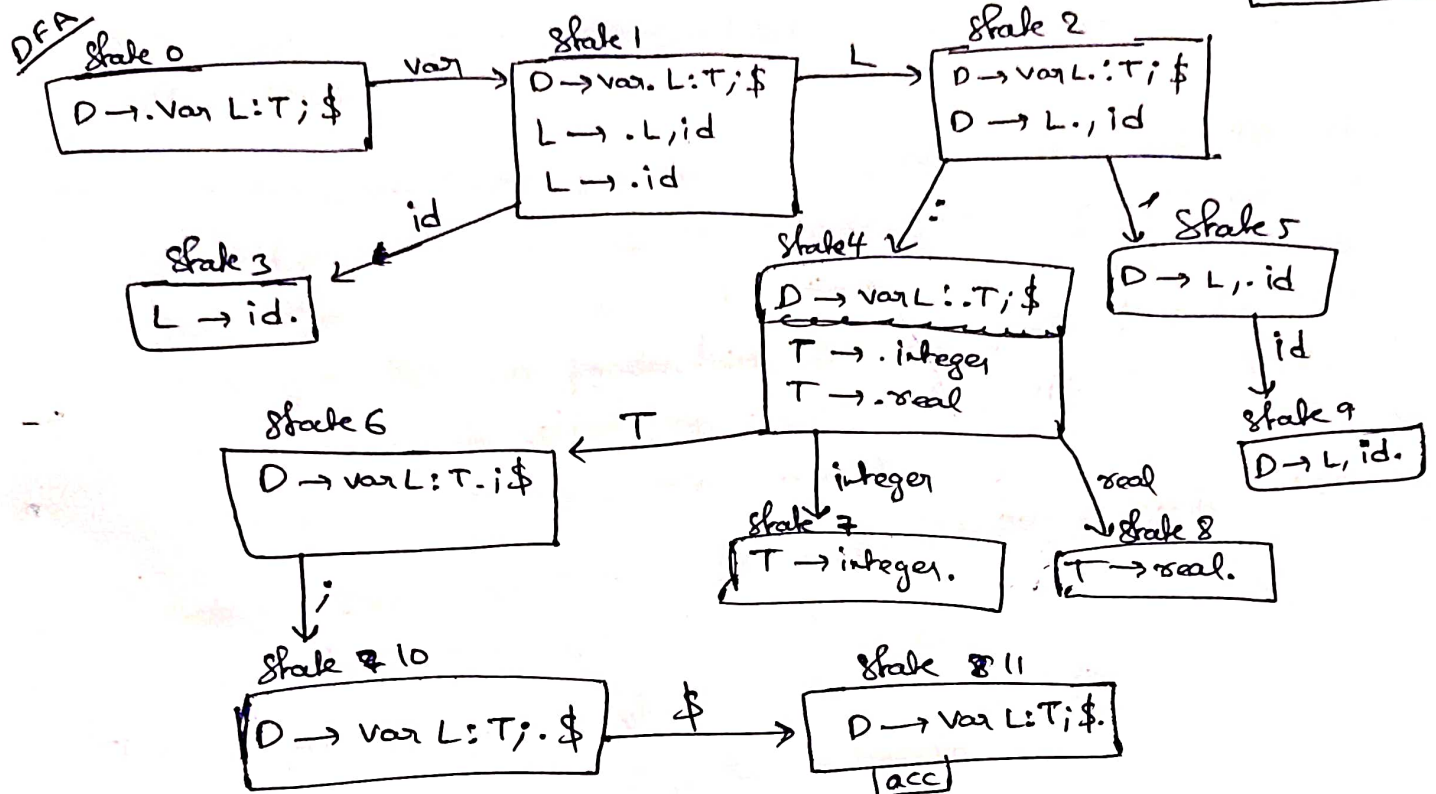
- 1) $D \rightarrow \text{Var } L : T ; \$$
- 2) $T \rightarrow \text{integer}$
- 3) $T \rightarrow \text{real}$
- 4) $L \rightarrow L, \text{id}$
- 5) $L \rightarrow \text{id}$

~~Terminals { var, k, i, f, j, \$, int, real, id~~

Terminal₂ = { id, ~~var~~, :, ;, ,, var, integer, real }

non-terminals = $\{D, T, L\}$

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LR(0) Parse Table is as follows

[illegible]

Description of the process followed to build automaton and the parse table

- 1) First start with the start symbol production, placing a . in front of the production
- 2) Now for a state take the productions of each non-terminal that is present just right of the dot until and put dot at the start of those productions until no new productions get added
- 3) For a transition from one state to another, look at the element (terminal/non-terminal) ~~of~~ those are just right of dot and group those productions and move dot a step towards right and give them as productions starting productions for the next state to which we transit from the cur state on seeing the terminal/non terminal
- 4) Apply step 2 to step 3 for each and every state until no new states ^{can} add up

Thus we get the automata

For Parse Table Generation, from the automata.

- 1) For each state in the automata, on seeing a terminal, the state which we move is mentioned as a shift action to that state in the corresponding cell of the state and the terminal in the parse table.
- 2) If we see a non-terminal transition from the current state to another state, we mark it as Goto part of the parse table corresponding to that row and column
- 3) If we see the dot (marker) at the end of a production in the list of productions the state has then we mark ~~all the~~ ~~terminal~~ the entire row of the corresponding state with a reduce action of that production.
- 4) We do the above steps for each and every state of the automata

Yes, the grammar is LR(0), no - conflicts in the table