S -> SA/A A > a is scr(i) but not LL(11

39.3

0

2

4

S- Sala

S is infinite Sequence of "a" we can't determine how many "a" when we meet "a", S in not (((1))

we can construct an SCR table with no confluct, Sais SLR(1)

33 33 37 37 71 72

Bretit

You can construct it possing table and SLR possing table to show wheth games is used or sexus