

Crt.No.	State	State stack	Value stack	yyval	yyval	LAT	Action/Transition	Effect
1	0	St. 0				DING	DING shift 1	Push state 1 on stack LAT is cleared
2	1	St. 1 St. 0				DONG	DONG shift 4	Push state 4 on stack LAT is cleared
3	4	St. 4 St. 1 St. 0						
4	0	St. 0					\$default reduce using rule 2: sound DING DONG	States 4 and 1 are popped from the sack
5	0						Sound go to state 3	Push state 3 on stack LAT is cleared
6	3	St. 3 St. 0				DELL	DELL shift 6	Push state 6 on stack LAT is cleared
7	6	St. 6 St. 3 St. 0						
8	0	St. 0					\$default reduce using rule 3: place DELL	States 6 and 3 are popped from the sack
9	0	St. 0					Rhyme go to state 2	Push state 2 on stack LAT is cleared
10	2	St. 2 St. 0					\$end shift and go to state 5	Push state 5 on stack LAT is cleared
11	5	St. 5 St. 2 St. 0					\$default accept using rule 0: rhyme \$end	States 5 and 2 are popped from the sack