Linguagem Javinha:

```
Programa --> Classe<sup>1</sup>
Classe --> "public" "class" ID ListaDeclaraVar ListaCmd "end"
ListaDeclaraVar --> TipoPrimitivo ID ";" ListaDeclaraVar<sup>3</sup> | ε<sup>4</sup>
TipoPrimitivo --> "integer" | "string" | "double"
ListaCmd --> CmdDispln ListaCmd<sup>8</sup> | CmdAtrib ListaCmd<sup>9</sup> | E<sup>10</sup>
CmdDispln --> "SystemOutDispln" "(" Expressao ")" ";" 11
CmdAtrib --> ID "=" Expressao ";"12
Expressao --> Expressao1 Expressao'<sup>13</sup>
Expressao' --> ">" Expressao1 Expressao' | "<" Expressao1 Expressao' |
                  ">=" Expressao1 Expressao'<sup>16</sup> | "<=" Expressao1 Expressao'<sup>17</sup> |
                  "==" Expressao1 Expressao'<sup>18</sup> | "!=" Expressao1 Expressao'<sup>19</sup> | ε<sup>20</sup>
Expressao1 --> Expressao2 Expressao1'21
Expressao1' --> "+" Expressao2 Expressao1'\frac{22}{2} | "-" Expressao2 Expressao1'\frac{23}{2} | \epsilon^{24}
Expressao2 --> Expressao3 Expressao2'<sup>25</sup>
Expressao2' --> "*" Expressao3 Expressao2'<sup>26</sup> | "/" Expressao3 Expressao2'<sup>27</sup> | ε<sup>28</sup>
Expressao3 --> ConstNumInt<sup>29</sup> | ConstNumDouble<sup>30</sup> | ConstString<sup>31</sup> | ID<sup>32</sup>
```

FIRST e FOLLOW:

	FIRST	FOLLOW							
Programa	public	\$							
Classe	public	\$							
ListaDeclaraVar	integer, string, double, &	SystemOutDispln, ID, end							
TipoPrimitivo	integer, string, double	ID							
ListaCmd	SystemOutDispln, ID, ε	end							
CmdDispln	SystemOutDispln	SystemOutDispln, ID, end							
CmdAtrib	ID	SystemOutDispln, ID, end							
Expressao	ConstNumInt, ID, ConstNumDouble, ConstString), ;							
Expressao'	>, <, >=, <=, ==, !=, &), ;							
Expressao1	ConstNumInt, ID, ConstNumDouble, ConstString	>, <, >=, <=, ==, !=,), ;							
Expressao1'	+, -, ε	>, <, >=, <=, ==, !=,), ;							
Expressao2	ConstNumInt, ID, ConstNumDouble, ConstString	+, -, >, <, >=, <=, ==, !=,), ;							
Expressao2'	*, /, &	+, -, >, <, >=, <=, ==, !=,), ;							
Expressao3	ConstNumInt, ID, ConstNumDouble, ConstString	*, /, +, -, >, <, >=, <=, ==, !=,), ;							

TP:

	public	class	end	;	integer	double	string	System Out Displn	()	ID	=	>	<	>=	<=	==	!=	+	-	*	/	Const Num Int	Const Num Double	Const Strin g	\$
Programa	1																									Synch()
Classe	2																									Synch()
ListaDeclaraVar			4		3	3	3	4			4															
TipoPrimitivo					5	7	6				Synch ()															
ListaCmd			10					8			9															
CmdDispln			Synch ()					11			Synch ()															
CmdAtrib			Synch ()					Synch()			12															
Expressao				Synch ()						Synch ()	13												13	13	13	
Expressao'				20						20			14	15	16	17	18	19								
Expressao1				Synch ()						Synch ()	21		Synch ()	Synch ()	Synch ()	Synch ()	Sync h()	Synch ()					21	21	21	
Expressao1'				24						24			24	24	24	24	24	24	22	23						
Expressao2				Synch ()						Synch ()	25		Synch ()	Synch ()	Synch ()	Synch ()	Sync h()	Synch ()	Synch ()	Synch ()			25	25	25	
Expressao2'				28						28			28	28	28	28	28	28	28	28	26	27				
Expressao3				Synch ()						Synch ()	32		Synch ()	Synch ()	Synch ()	Synch ()	Sync h()	Synch ()	29	30	31					