

<relation> ::= < | <= | == | != | >= | > | && | ||  
<operation> ::= + | - | \* | / | % | ^  
<primary\_type> ::= number | string | bool  
<array\_type> ::= <primary\_type> []  
<type> ::= <primary\_type> | <array\_type>  
<declaration> ::= let <id> : <type> ;  
<declaration\_list> ::= <declaration> | <declaration><declaration\_list>

<constant> ::= <number> | <string> | <bool>  
<term> ::= <id> | <constant>  
<term\_list> ::= <term> | <term><term\_list>;  
<expression> ::= <term> | <expression><operation><expression> |  
(<expression><operation><expression>)

<inputstmt> ::= read ( <id> );  
<outputstmt> ::= printf ( <term\_list> );  
<ios\_statement> ::= <inputstmt> | <outputstmt>  
<assignment> ::= <id> = <expression>; | <id> ++; | <id> - -;  
<simple\_statement> ::= <assignment> | <ios\_statement>

<statement> ::= <declaration> | <simple\_statement> | <struct\_statement>  
<statement\_list> ::= <statement> | <statement><statement\_list>  
<compstmt> ::= { <statement\_list> }

<whilestmt> ::= while ( <condition> ) <compstmt>  
<forstmt> ::= for ( <assignment>; <condition>; <assignment> ) { <statement> }  
<ifstmt> ::= if ( <condition> ) { <statement> } | if ( <condition> ) { <statement> }  
else { <statement> } | if ( <condition> ) { <statement> } else <ifstmt>

<struct\_statement> ::= <whilestmt> | <forstmt> | <ifstmt> | <compstmt>

<condition> ::= <expression><relation><expression> |  
!(<expression><relation><expression>)

<program> ::= @ <declaration\_list> ; <compstmt> @