```
identifier ::= s \mid x \mid m \mid u \mid z
                   := x \mid \text{fun } (x) \ a \mid a \ a \mid \text{let } x = a \text{ in } a
 a
                    | self | u \{ \langle u = a; \dots u = a \rangle \} | a \# m | s \# m
                    \langle b \rangle \mid \text{new } c \mid \text{class } z = c \text{ in } a
b
                   := z \mid \text{fun } (x) \ c \mid c \ a \mid \text{struct } b \text{ end}
                   ::= \emptyset \mid d:b
```

::= method m=a | field u=a | inherit c as s