```
\langle single\_input \rangle ::= \langle single\_stmt \rangle
                          ::= \langle stmt\_list \rangle
\langle file\_input \rangle
                           ::= \langle single\_stmt \rangle \langle stmt\_list \rangle
\langle stmt\_list \rangle
                             | \langle single \ stmt \rangle
\langle single\_stmt \rangle ::= \langle stmt \rangle \langle new\_line \rangle
\langle new | line \rangle
                            ::= '\n' #Unix based
                               | '\r \n' #Windows
\langle single\_stmt \rangle ::= \langle func\_def \rangle
                               | \langle print\_stmt \rangle
                                |\langle if\_stmt\rangle|
                                | \langle for\_stmt \rangle
                               | \langle while \ stmt \rangle
                               |\langle import\_stmt \rangle|
                               | \langle assign\_stmt \rangle
                               |\langle expr\_stmt \rangle|
                               |\langle empty\_stmt \rangle|
\langle print\_stmt \rangle ::= 'print' '(' \langle expr \rangle ')'
\langle if\_stmt \rangle
                          ::= 'if' \langle test \rangle ':' \langle stmt\_list \rangle \langle elif \rangle \langle else \rangle
                            ::= \text{`elif'} \langle test \rangle \text{ `:'} \langle stmt\_list \rangle \langle elif \rangle
\langle elif \rangle
                             | #nothing
\langle else \rangle
                            ::= 'else' ':' \langle stmt \; list \rangle
                             | #nothing
\langle for stmt \rangle
                          ::= 'for' \langle exp \rangle 'in' \langle exp \rangle 'to' \langle exp \rangle ':' \langle stmt\_list \rangle
\langle while \ stmt \rangle ::= `while' \langle test \rangle `:' \langle stmt \ list \rangle
\langle import\_stmt \rangle ::= 'import' \langle string \rangle
\langle assign \ stmt \rangle ::= \langle var \rangle `++`
                               |\langle var \rangle '--'
                               |\langle var \rangle \langle assign\_op \rangle \langle exp \rangle
                          ::= '=' | '+=' | '-=' | '*=' | '/=' | '%=' | '^='
\langle assign\_op \rangle
\langle expr\_stmt \rangle
                          := \langle exp \rangle
\langle empty\_stmt \rangle ::= \#nothing
                             ::= \langle exp \rangle '+' \langle term \rangle
\langle exp \rangle
                               |\langle exp \rangle '-' \langle term \rangle
                               |\langle term \rangle|
                             ::= \langle term \rangle ' \star ' \langle pow \rangle
\langle term \rangle
                               |\langle term \rangle '/' \langle pow \rangle
                                    \langle term \rangle '%' \langle pow \rangle
                                    \langle pow \rangle
```

```
::= \langle factor \rangle ``` \langle pow \rangle
\langle pow \rangle
                                      \langle factor \rangle
                               ::= \, \langle \mathit{int} \rangle
\langle factor \rangle
                                       \langle double \rangle
                                    \langle string \rangle
                                 |\langle var \rangle|
                                 | \langle func\_call \rangle
                                 | '$' #previous input
                                 | ('(exp)')'
                                 | '+' \langle factor \rangle
                                 | '-' \langle factor \rangle
\langle int \rangle
                               ::= \langle number \rangle
\langle double \rangle
                              ::= \langle number \rangle '.' \langle number \rangle
                              ::= \langle digit \rangle \langle number \rangle
\langle number \rangle
                                |\langle digit \rangle|
                               ::= '0' | '1' | '2' | '3' | '4' | '5' | '6' | '7' | '8' | '9'
\langle digit \rangle
\langle string \rangle
                              ::= \langle char \rangle \langle string \rangle
                                |\langle char \rangle| #UTF-8 character
                               ::= \langle alpha\_num \rangle \langle var \rangle
\langle var \rangle
                                | \langle alpha\_num \rangle
\langle alpha\_num \rangle
                             ::= \langle digit \rangle
                                 |\langle letter \rangle \# a to z, A to Z
\langle func\_call \rangle
                               ::= \langle var \rangle '(' \langle param\_list \rangle ')'
                                |\langle var \rangle '()'
\langle param\_list \rangle
                              ::= \langle var \rangle, \langle param\_list \rangle
                                |\langle var \rangle|
\langle test \rangle
                              ::= \langle or\_test \rangle
\langle or\_test \rangle
                              ::= \langle and\_test \rangle '|| ' \langle or\_test \rangle
                                | \langle and\_test \rangle
\langle and\_test \rangle
                               ::= \langle not\_test \rangle '&&' \langle and\_test \rangle
                                | \langle not\_test \rangle
                              ::= '!' \langle comparison \rangle
\langle not\_test \rangle
                                | \langle comparison \rangle
\langle \mathit{comparison} \rangle \ ::= \ \langle \mathit{exp} \rangle \ \langle \mathit{comp\_op} \rangle \ \langle \mathit{exp} \rangle
\langle comp\_op \rangle
                              ::= '==' | '!=' | '>' | '<' | '>=' | '<='
```