```
V_N = \{ function, type, name, body, alpha, var, instructions, instruction, var_declaration, var_init, assignment, expression, term, factor, primary, number, digit, string, char, parameter parameters, if statement, condition, operator \}
```

```
V_T = \{a, b, ..., z, A, B, ..., Z, int, string, float, array, map, !=, ==, >, >=, <, <=, \}
S = \{< functions>\}
P = {
<functions> -> <function><functions> | <function>
<function> -> <type> <name> {<body>}
<type> -> int, string, float, array, map, void
<name> -> <alpha><name> |
<alpha> -> <alpha> a, b, ..., z, A, B, ..., Z
<vars> -> <var>,<vars> | <var> |
<var> -> <type> <name>
<body> -> <instructions>
<instructions> -> <instruction><instructions> | <instruction> |
<instruction> -> <var declaration> | <var init> | <assignment> | <if statement> |
<var declaration> <var>;
<var init> -> <var> = <expression>; | <var> = <string>;
<expression> -> <term> | <expression> + <term> | <expression> - <term>
<term> -> <factor> | <term> * <factor> | <term> / <factor>
<factor> -> <primary> | - <factor> | + <factor>
<primary> -> (<expression>) | <name> | <number> | <float number> |
<assignment> -> <name> = <expression>; |<name> = <string>|E;
<if statement> -> if (<condition>) {<body>} | if (<condition>) {<body>} else (<condition>)
{<body>}
<condition> -> <expression> | <expression> <operator> <expression> | true | false
<number> -> <digit><number> | <digit>
<digit> -> 0, 1, ..., 9
<float number> -> <number> .<number>
<string> -> "<char><string>" | <char> | ""
<char> -> <alpha> | <digit> | ' ' | ' ' | ....
}
```