## Thay đổi luật cú pháp

1 Viet lai ham compileStatement trong truong hop lenh call khong co tu khoa CALL

CallSt ::= ProcedureIdent Arguments

2 Gia su cac luat cu phap cho Arguments duoc thay doi nhu sau:

Arguments ::= SB\_LPAR Arguments1 SB\_RPAR

Arguments1 ::= Expression Arguments2

Arguments1 ::= eps

Arguments2::= SB\_COMMA Expression Arguments2

Arguments2::= eps

Viet lai cac ham lien quan sao cho phu hop voi tap luat moi.

3 Gia su cu phap khai bao trong KPL nhu sau:

Block ::= Declarations Block2

Declarations::= ConstDecls Declarations | TypeDecls Declarations |

VarDecls Declarations | SubDecls Declarations | eps

Constdecls ::= KW\_CONST ConstDecl ConstDecls2

ConstDecls2::= ConstDecl ConstDecls2

ConstDecls2::= eps

TypeDecls ::= KW\_TYPE TypeDecl TypeDecls2

TypeDecls2 ::= TypeDecl TypeDecls2

TypeDecls ::= eps

VarDecls ::= KW\_VAR VarDecl VarDeclrs2

VarDecls2 ::= VarDecl VarDecls

VarDecls2 ::= eps

SubDecls ::= FunDecl SubDecls | ProcDecls SubDecls | 2

FunDecl ::= KW FUNCTION TK IDENT Params SB COLON BasicType

SB SEMICOLON Block SB SEMICOLON

ProcDecl ::= KW\_PROCEDURE TK\_IDENT Params SB\_SEMICOLON

Block SB\_SEMICOLON

Block2 ::= KW\_BEGIN Statements KW\_END

Viet lai cac ham lien quan sao cho phu hop voi tap luat moi.

4 Gia su cu phap cua Block4 va Block5 thay đoi nhu sau:

Block4 ::= FunDecls Block5

Block4 ::= Block5

Block5 ::= ProcDecls Block6

Block5 ::= Block6

FunDecls::= FunDecl FunDecls

FunDecls::= eps

ProcDecls::= ProcDecl ProcDecls

ProcDecls ::= eps

Block6 ::= KW BEGIN Statements KW END

Viet lai cac ham lien quan sao cho phu hop voi tap luat moi.

Viet lai ham compileParams va cac ham lien quan sao cho phu hop voi tap luat moi

<Params>::= SB\_LPAR <Params1> SB\_RPAR

<Params1>::= <Param> <Params2>

<Params1>::= eps

<Params2>::= SB SEMICOLON <Param> <Params2>

<Params2>::= eps

6 Viet lai ham compileVariables2 va cac ham lien quan sao cho phu hop voi tap luat sau:

<VarDecl>::= TK\_IDENT <Variables2> SB\_COLON <Type>

SB\_SEMICOLON

<Variables2>::=SB\_COMMA TK\_IDENT <Variables2>

<Variables2>::= eps