First Sets for the ERPLAG Language

<pre><pre><pre><pre><pre><pre><pre><pre></pre></pre></pre></pre></pre></pre></pre></pre>	{DECLARE, DEF}
<moduledeclarations></moduledeclarations>	{DECLARE, ϵ }
<moduledeclaration></moduledeclaration>	{DECLARE}
<othermodules></othermodules>	{DEF, ϵ }
<drivermodule></drivermodule>	{DRIVERDEF}
<module></module>	{DEF}
<ret></ret>	{RETURNS, ϵ }
<input_plist></input_plist>	{ID}
<sub_input_plist></sub_input_plist>	$\{COMMA, \epsilon\}$
<pre><output_plist></output_plist></pre>	{ID}
<sub_output_plist></sub_output_plist>	{COMMA, ε}
<datatype></datatype>	{INTEGER, REAL, BOOLEAN, ARRAY}
<dynamicrange></dynamicrange>	{NUM, ID}
<type></type>	{INTEGER, REAL, BOOLEAN}
<moduledef></moduledef>	{START}
<statements></statements>	{GET_VALUE, PRINT, ID, SQBO, USE, DECLARE, SWITCH, FOR, WHILE, ϵ }
<statement></statement>	{GET_VALUE, PRINT, ID, SQBO, USE, DECLARE, SWITCH, FOR, WHILE}
<iostmt></iostmt>	{GET_VALUE, PRINT}
<var></var>	{ID, NUM, RNUM}
<extended_var></extended_var>	{TRUE, FALSE, ID, NUM, RNUM}
<whichid></whichid>	{SQBO, ε}

<simplestmt></simplestmt>	{ID, SQBO, USE}
<assignmentstmt></assignmentstmt>	{ID}
<whichstmt></whichstmt>	{ASSIGNOP, SQBO}
<1valueIDStmt>	{ASSIGNOP}
<1valueARRStmt>	{SQBO}
<index></index>	{NUM, ID}
<modulereusestmt></modulereusestmt>	{SQBO, USE}
<optional></optional>	{SQBO, ε}
<idlist></idlist>	{ID}
<sub_idlist></sub_idlist>	$\{COMMA, \epsilon\}$
<expression></expression>	{BO, ID, NUM, RNUM}
<arithmeticexpr></arithmeticexpr>	{BO, ID, NUM, RNUM}
<sub_arithmeticexpr></sub_arithmeticexpr>	{BO, ID, NUM, RNUM, ϵ }
<term></term>	{BO, ID, NUM, RNUM}
<sub_term></sub_term>	{BO, ID, NUM, RNUM, ϵ }
<factor></factor>	{PLUS, MINUS, BO, ID, NUM, RNUM}
<sub_factor></sub_factor>	{BO, ID, NUM, RNUM}
<op1></op1>	{PLUS, MINUS}
<op2></op2>	{MUL, DIV}
<booleanexpr></booleanexpr>	{BO, ID, NUM, RNUM}
<sub_booleanexpr></sub_booleanexpr>	{BO, ID, NUM, RNUM, TRUE, FALSE}
<logicalop></logicalop>	{AND, OR}
<relationalop></relationalop>	{LT, LE, GT, GE, EQ, NE}

<declareStmt> {DECLARE}

<conditionalStmt> {SWITCH}

<caseStmt> {CASE}

<nullableCaseStmt> {CASE, ϵ }

<value> {NUM, TRUE, FALSE}

<default>
{DEFAULT, ϵ }

<iterativeStmt> {FOR, WHILE}

<range> {NUM}