

LR(1) grammar (' is ε):

(0) <STMT> -> <if\_stmt> |

(1) <while\_stmt> | <assign>

(2) <if\_stmt> ->

(3) 'if'(<bool\_expr>')

(4) <stmt> ['else' <stmt>]

(5) <while\_stmt> -> 'while'

(6) '('<bool\_expr>')' <stmt>

<assign>-> 'id' '='

<expr>;'

<expr> -> <term>{

('+'|'|\_') <term> }

<term> -> <factor> {

('\*'|'|\''|'|%'') <factor>}

<factor> -> 'id' |

'int\_lit' | 'float\_lit' |

('' <expr> '')

>>

//

FIRST table	
Nonterminal	FIRST
	{'if' '(' '}' }
	{'if' '(' '}' }
	{'while' }
	{'id' }
	{ {} }
	{'id' }
	{'id' }

LR(1) closure table			
Goto	Kernel	State	Closure
	{[ -> .     , \$]}	0	{[ -> .     , \$]; [ -> .if '(' '}' ['else' ],  ]}
goto(0, )	{[ -> .     , \$]}	1	{[ -> .     , \$]}
goto(0, 'if '(' '}' )	{[ -> 'if '(' '}' . ['else' ],  ]}	2	{[ -> 'if '(' '}' . ['else' ],  ]}
goto(1,  )	{[ ->   .   , \$]}	3	{[ ->   .   , \$]; [ -> .while '(' '}' ' ,  ]}
goto(2, )	{[ -> 'if '(' '}' . ['else' ],  ]}	4	{[ -> 'if '(' '}' . ['else' ],  ]}
goto(3, )	{[ ->   .   , \$]}	5	{[ ->   .   , \$]}
goto(3, 'while' )	{[ -> 'while' . '(' '}' ' ,  ]}	6	{[ -> 'while' . '(' '}' ' ,  ]}
goto(4, ['else' ])	{[ -> 'if '(' '}' ['else' .],  ]}	7	{[ -> 'if '(' '}' ['else' .],  ]}
goto(5,  )	{[ ->     . , \$]}	8	{[ ->     . , \$]; [ -> .id ' '=' ';' , \$]}
goto(6, '(' '}' )	{[ -> 'while' '(' '}' . ,  ]}	9	{[ -> 'while' '(' '}' . ,  ]}
goto(7,  )	{[ -> 'if '(' '}' ['else' ] . ,  ]}	10	{[ -> 'if '(' '}' ['else' ] . ,  ]}
goto(8, )	{[ ->     . , \$]}	11	{[ ->     . , \$]}
goto(8, 'id' )	{[ -> 'id' . '=' ';' , \$]}	12	{[ -> 'id' . '=' ';' , \$]}
goto(9, )	{[ -> 'while' '(' '}' . ,  ]}	13	{[ -> 'while' '(' '}' . ,  ]}
goto(12, '=')	{[ -> 'id' '=' . ';' , \$]}	14	{[ -> 'id' '=' . ';' , \$]}
goto(14, ';' )	{[ -> 'id' '=' ';' . , \$]}	15	{[ -> 'id' '=' ';' . , \$]}

LR table																							
State	ACTION																	GOTO					
		'if' '(' '}'		['else' ]	'while' '(' '}'	'id' '=' ';' ,	{ ('+' ' _') }	{ ('*' ' \'' ' %'') }	'int_lit'	'float_lit'	'(' '}'	\$											
0		s2																1					
1	s3																						
2			s4																				
3					s6																		
4				s7																			
5	s8																						
6																							
7																							
8																							
9			s13																				
10	r1																						
11																							
12																							
13	r2																						
14																							
15																							

Input (tokens): c d d

Maximum number of steps: 1

PARSE

Trace			
Step	Stack	Input	Action
1	0	c d d \$	