

type checking rules :

- (1) Each variable must be declared before it is used.
- (2) Each identifier can be only declared once.
- (3) The types of the operands of an operator must be the same.
- (4) The types of the two sides of an assignment must be the same.
- (5) The types of the two sides of an compare operator must be the same.
- (6) The types of the two sides of an logic operator must be the same.
- (7) The types of the **switch** condition and the **case** value must be the same.
- (8) The types of the **case** value must be integer or character.

Syntax rules :

Below follow the c rules

- (1) for
- (2) while
- (3) do while
- (4) if
- (5) if else
- (6) if else if else
- (7) switch case
- (8) arithmetic : +, -, *, /
- (9) assign : =, +=, -=, *=, /=, &=, |=, ^=
- (10) compare : >, <, >=, <=, ==
- (11) logic : &&, ||, &, |
- (12) include file
- (13) ++, --

type : int, float, double, char