

type checking rules :

- (1) Each variable must be declared before it is used.
- (2) Each variable must be declared at global.
- (3) Each identifier can be only declared once.
- (4) The types of the operands of an operator must be the same.
- (5) The types of the two sides of an assignment must be the same.
- (6) The types of the two sides of an compare operator must be the same.
- (7) The types of the two sides of an logic operator must be the same.

Syntax rules :

Below follow the c rules

- (1) for
- (2) while
- (3) if
- (4) if else
- (5) if else if else
- (6) arithmetic : +, -, \*, /
- (7) assign : =
- (8) compare : >, <, >=, <=, ==
- (9) logic : &&, ||, &, |
- (10) ++, --

type : int, float, char