

program -> declaration\*;

structDeclaration:declaration -> ID:string variableDeclaration\*;

variableDeclaration:declaration -> ID:string type;

functionDeclaration:declaration -> ID:string parameters:variableDeclaration\* type  
variableDeclaration\* statement\*;

print:statement -> expression\*;

printsp:statement -> expression\*;

println:statement -> expression\*;

read:statement -> expression;

if:statement -> expression s1:statement\* s2:statement\*;

while:statement -> expression statement\*;

return:statement -> expression?;

asignacion:statement -> e1:expression e2:expression;

funcionLlamada:statement -> ID:string expression\*;

cast:expression -> targetType:type expression;

structAccess:expression -> expression ID:string;

arrayAccess:expression -> e1:expression e2:expression;

expresionLlamada:expression -> ID:string expression\*;

not:expression -> expression;

expresionAritmetica:expression -> e1:expression op:string e2:expression;

expresionLogica:expression -> e1:expression op:string e2:expression;

variable:expression -> ID:string;

litEnt:expression -> LITENT:string;

litReal:expression -> LITREAL:string;

litChar:expression -> CHAR\_LITERAL:string;

intType:type -> ;

realType:type -> ;

charType:type -> ;

voidType:type -> ;

arrayType:type -> posicion:string type;

structType:type -> nombre:string;