Grammar	First	Follow
1- program -> stmt_seq	If, id, int, float, char	\$
2- stmt_seq -> stmt_stmt_seq'	If, id, int, float, char	\$
3- stmt_seq' -> stmt_seq 3	if, id, int, float, char, 3	\$, }
<pre>4- stmt -> if_stmt assign_stmt; declare_stmt;</pre>	If, id, int, float, char	if, id, int, float, char, \$
<pre>5- if_stmt -> if (condition) { stmt_seq' } else_part</pre>	If	if, id, int, float, char, \$
6- else_part -> else { stmt_seq' } 3	else, 3	if, id, int, float, char, \$
7- condition -> exp condition'	(, number, id)
8- condition' -> comp_sign exp 3	<, >, ==, >=, <=, 3)
9- comp_sign -> < > == >= <=	<, >, ==, >=, <=	(, number, id
10- exp -> term exp'	(, number, id	<, >, ==, >=, <=,), ;

11- exp' -> add_op term exp' 3	+, -, 3	<, >, ==, >=, <=,), ;
12- add_op -> + -	+, -	(, number, id
13- term -> factor term'	(, number, id	+, -, <, >, ==, >=, <=,), ;
14- term' -> mul_op factor term' 3	*, /, 3	+, -, <, >, ==, >=, <=,), ;
15- mul_op -> * /	*,/	(, number, id
16- factor -> (exp) number id	(, number, id	*, /, +, -, <, >, ==, >=, <=,), ;
17- declare_stmt -> datatype id x	Int, float, char	;
18- x -> = exp 3	=, 3	;
19- assign_stmt -> id = exp	Id	;
20- datatype-> int float char	Int, float, char	id

Terminals = if, id, int, float, char, else, (,), <, >, =, <=, >=, ==, number, *, /, +, {, }, ;, \$

	If	id	int	float	char	else	()	<	>	=	<=	>=	==	;	num	*	/	+	-	}	\$
	<u>LL1 parser table</u>																					
	If	Id	Int	Float	Char	Else	()	<	>	=	<=	>=	==	;	Num	*	/	+	-	}	\$
1-	1	1	1	1	1																	
2-	2	2	2	2	2																	
	Stmt_seq' - >stmt_seq	Stmt_seq'- >stmt_seq	Stmt_seq'- >stmt_seq	Stmt_seq'- >stmt_seq	Stmt_seq'- >stmt_seq																Stmt_seq' ->3	Stmt_seq' ->3
4-	Stmt-> if_stmt	stmt- >assign_stm t	Stmt- >declare_stm t	Stmt- >declare_stm t	Stmt- >declare_stm t																	
5-	5																					

If	id	int	float	char	else	()	<	>		<=	>=		;	num	*	/	+		}	\$
6- else_pa >3	rt- else_part->3	else_part->3	else_part->3	else_part->3	else_part ->else{ stmt_seq '}															е	else_part- >3
7-	7				J	7									7						
8-							Condition' ->3	condition'- >comp_sig n exp													
9-								comp_sign- > <	comp_sign- >>	comp_sign- >=	comp_sign- ><=	comp_sign- >>=	comp_sign- >==								
10	10					10									10						
11 -							exp'-> 3	exp'-> 3	exp'-> 3	exp'-> 3	exp'-> 3	exp'-> 3	exp'-> 3	exp'-> 3				exp'- >add_o p term exp'	exp'- >add_o p term exp'		
12																		add_op- >+			

	If	id	int	float	char	else	()	<	>	=	<=	>=	==	;	num *	/	+		}	\$
13		13					13								13						
14									Term'->3	Term'->3	Term'->3	Term'->3	Term'->3	Term'->3	Term' ->3	Term- >mul_c p facto term'	>mul_o		Term'- >3		
15 -																mul_op >*					
16		Factor->id					actor >(exp)								Fact						
17			17	17	17																
18											x-> = exp				x-> 3						
19		19																			
20			datatype->int	Datatype- >float	datatype- >char																