<syntax> ::= <decl\_list> { <impl\_list> }

<decl\_list> ::= int <id> | int <id>; <decl\_list>

<id> ::= id | <id>, id

<impl\_list> ::= <impl\_list> <impl>; | <impl>;

<impl> ::= id = id | cin id

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | <syntax> | <decl\_list> | <decl> | <id> | <impl\_list> | <impl> | { | } | id | ; | , | int | = | cin |
| <syntax> |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| <decl\_list> |  |  |  |  |  |  | = | > |  |  |  |  |  |  |  |
| <decl> |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| <id> |  |  |  |  |  |  |  |  |  | = | = |  |  |  |
| <impl\_list> |  |  |  |  |  | = |  | = | < |  |  |  |  | < |
| <impl> |  |  |  |  |  |  |  |  |  | = |  |  |  |  |
| { |  |  |  |  | < | = | < |  |  | < |  |  |  |  | < |
| } |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| id |  |  |  |  |  |  | > |  |  | > | > |  | = |  |
| ; |  | = |  | > |  | > |  | > | > |  |  | < |  | > |
| , |  |  |  |  |  |  |  |  | = |  |  |  |  |  |
| int |  |  |  | < | = |  |  |  |  | < |  |  |  |  |  |
| = |  |  |  |  |  |  |  |  | = |  |  |  |  |  |
| cin |  |  |  |  |  |  |  |  | = |  |  |  |  |  |

<decl\_list> = <decl>

F+(<decl>) = { id, cin }

F+(<id>) = { id, <id> }

F+(<impl\_list>) = { <impl\_list>, <impl>, id, cin }

F+(<impl>) = { id, cin }

L+(<impl>) = { ; }

L+(<decl\_list>) = { <id>, <decl\_list>, <decl> }

L+(<id>) = { id }

Надо резолвить конфликты

Вот эти:

( {, <impl\_list> ) --- < | =

( int, <id> ) --- < | =

( <decl\_list>, { ) --- > | =

**Стратификация**

Леворекурсивным правилам надо дать алиасы шоб пропали конфликты

Типа в одном месте юзать один нейминг, в другом месте другой

надеюсь ты разберешься

Заменить все вызовы леворекурсивного правила на алиас (кроме самой рекурсии)