

```
//Parsear el HTML
PROGRAM -> |WEBCODE
```

```
WEBCODE -> |CCODE
          |HTMLCODE
```

```
HTMLCODE -> |HTMLTOKEN WEBCODE
```

```
CCODE ->| BeginCode ListOfSentences EndCcode WEBCODE
        | Epsilon
```

```
//GRAMATICA PARA EL CCODE
ListOfSentences ->| Sentence ListOfSentences
                  | Epsilon
```

```
ListOfSpecialSentences -> SpecialSentence ListOfSpecialSentences
                        | Epsilon
```

```
//No permitimos declarar struct dentro de struct ni función dentro de struct
```

```
SpecialSentence -> IF
                  | WHILE
                  | DO
                  | FORLOOP
                  | AssignmentOrFunctionCall
                  | CONST
                  | SWITCH
                  | SPECIALDECLARATION
                  | BREAK
                  | CONTINUE
                  | INCLUDE
                  | ENUM
                  | Return
```

```
Sentence -> | DECLARATION
            | IF
            | WHILE
            | DO
            | FORLOOP //PODRIA SER UN FOR NORMAL O FOREACH
            | SWITCH
            | AssignmentOrFunctionCall
            | STRUCT
            | CONST
```

- | [BREAK](#)
- | CONTINUE
- | [INCLUDE](#)
- | [ENUM](#)

INCLUDE->#include [Identifier](#);

CONTINUE -> continue ;

Return -> return [EXPRESSION](#) ;

AssignmentOrFunctionCall -> IdentifierValueForPreId EOSTOKEN

ValueForPreId-> = EXPRESSION
| += EXPRESSION
| -= EXPRESSION
| CallFunction

//DataTypes va a ser los tipos como int, float, date, string

SPECIALDECLARATION ->GeneralDeclaration TypeOfDeclarationForFunction

TypeOfDeclarationForFunction-> ValueForId MultiDeclaration
| IsArrayDeclaration
| ;

GeneralDeclaration - > Datatype IsPointer Identifier

DECLARATION -> GeneralDeclaration TypeOfDeclaration

TypeOfDeclaration-> ValueForId MultiDeclaration
| IsArrayDeclaration
| IsFunctionDeclaration
| ;

MultiDeclaration-> OptionalId EOSTOKEN

IsArrayDeclaration -> [SizeForArray] BidArray OptionalInitOfArray EOSTOKEN

BidArray -> [SizeBidArray]
| Epsilon

```
//int myArray[10] = { 5, 5, 5, 5, 5, 5, 5, 5, 5, 5 };
OptionalInitOfArray -> = { ListOfExpressions }
```

```
ListOfExpressions-> EXPRESSION OptionalExpression
```

```
OptionalExpression-> , ListOfExpressions
                    | Epsilon
```

```
//Para tipos de declaración double sumar(), y; int x [5]
// la forma general de declarar una función es
//return_type function_name( parameter list ) {
//    body of the function
//}
```

```
IsFunctionDeclaration-> ( ParameterList ){ ListOfSpecialSentences }
```

```
//Después de saber el tipo, si es o no un puntero, podemos recibir más Id para
declaraciones múltiples en una sola línea o bien la inicialización de lo declarado
//Esta es para las múltiples apuntadores
```

```
IsPointer-> * IsPointer
            |Epsilon
```

```
//El size puede ser un id(variable) o un número cualquiera
```

```
SizeForArray -> |Identifier
                |LiteralNumber
                |LiteralOctal
                |LiteralHexadecimal
                |Epsilon
```

```
SizeBidArray -> Identifier
                |LiteralNumber
                |LiteralOctal
                |LiteralHexadecimal
```

```
//Para casos como int d = 3, f = 5; debe estar separados por coma y con valor de
asignación
```

```
OptionalId ->| , ListOfId
            | Epsilon
```

```
//Múltiples elementos en la declaración, loop.
```

```
ListOfId -> Identifier OtherIdOrValue
```

```
OtherIdOrValue -> ValueForId OptionalId
                | Epsilon
```

```
//Asignación o inicialización
```

```
ValueForId-> = EXPRESSION
              | Epsilon
```

```
//Los tipos de datos que soportamos
```

```
DataType -> |int
            |float
            |char
            |bool
            |string
            |date
```

```
//Cuando una definicion de funcion lleva parametros int suma(int num1,int num2)
```

```
ParameterList ->| DataType CHOOSE_ID_TYPE OptionalListOfParams
                | Epsilon
```

```
//El optional es para permitir más de un parámetro, significa que acepta uno o más parámetros
```

```
OptionalListOfParams ->| , DataType CHOOSE_ID_TYPE OptionalListOfParams
                       |Epsilon
```

```
CHOOSE_ID_TYPE -> & Identifier
                 | * IsPointer Identifier
                 |Identifier
```

```
*****
EXPRESSION
```

```
*****
```

```
EXPRESSION -> RelationalExpression
```

```
RelationalExpression -> ExpressionAdicion RelationalExpression'
```

```
RelationalExpression' -> RelationalOperators ExpressionAdicion RelationalExpression'
                       | Epsilon
```

```
ExpressionAdicion -> ExpressionMul ExpressionAdicion'
```

```
ExpressionAdicion' -> AdditiveOperators ExpressionMul ExpressionAdicion'
                    |Epsilon
```

```
ExpressionMul -> ExpressionUnary ExpressionMul'
```

```
ExpressionMul' -> MultiplicativeOperators ExpressionUnary ExpressionMul'  
                | Epsilon  
                factor
```

```
ExpressionUnary -> UnaryOperators Factor  
                | Factor
```

//A factor can be just an Identifier, we can call a function or access a value stored in an array

```
Factor -> | Identifier FactorFunctionOrArray  
         | LiteralNumber  
         | LiteralString  
         | LiteralBoolean  
         | LiteralDate  
         | LiteralChar  
         | ( EXPRESSION )
```

```
OptionalIncrementOrDecrement -> ++  
                                | --
```

```
FactorFunctionOrArray -> CallFunction  
                        | IndexOrArrowAccess  
                        | Epsilon
```

```
IndexOrArrowAccess -> [EXPRESSION] IndexOrArrowAccess  
                    | ArrowOrDot Identifier IndexOrArrowAccess  
                    | Epsilon
```

```
ArrowOrDot -> ->  
            | .
```

```
RelationalOperators -> | <  
                       | <=  
                       | >  
                       | >=  
                       | &&  
                       | ||  
                       | >>  
                       | <<
```

```

| ==
| !=
| +=
| -=
| *=
| /=
| %=
| &
| ^=
| |=

```

```

AdditiveOperators ->| +
                  | -

```

```

MultiplicativeOperators ->| *
                          | /
                          | %

```

```

UnaryOperators ->| ~
                | ++
                | --
                | &
                | |
                | ^

```

```

//This one is used when we have this
CallFunction-> ( ListOfExpressions )

```

```

ListOfExpressions-> EXPRESSION OptionalListOfExpressions
                  | Epsilon

```

```

OptionalListOfExpressions-> , ListOfExpressions
                          | Epsilon

```

```

*****
IF SENTENCE
*****

```

```

//La producción BLOCK puede producir solo un statement, de lo contrario, si son más
requiere Brackets

```

IF -> if(EXPRESSION) BLOCKFORIF ELSE

BLOCKFORIF -> Sentence
| { ListOfSentences }

BLOCKFORLOOP ->{ ListOfSentences }

ELSE -> else BLOCKFORIF
| Epsilon

WHILE SENTENCE

```
while ( expression )  
{  
    Single statement  
    or  
    Block of statements;  
}
```

WHILE -> while (EXPRESSION) BLOCKFORLOOP

SENTENCE DO

```
do  
{  
    Single statement  
    or  
    Block of statements;  
}while(expression);
```

DO -> do BLOCKFORLOOP while (EXPRESSION) EOSTOKEN

SENTENCE FOR

```
for( expression1; expression2;  
expression3)
```

```
{  
    Single statement  
    or
```

Block of statements;

```
}
```

SENTENCE FOREACH

```
for (String item : someList) {  
    System.out.println(item);
```

```
}
```

```
*****
```

FORLOOP -> for (ForOrForEach

ForOrForEach-> DataType Identifier : Identifier) BLOCKFORLOOP
| EXPRESSION ; EXPRESSION ; EXPRESSION) BLOCKFORLOOP

```
*****
```

SENTENCE SWITCH

```
switch( expression )  
{  
    case constant-expression1:    statements1;  
    [case constant-expression2:    statements2;]  
    [case constant-expression3:    statements3;]  
    [default : statements4;]  
}
```

```
*****
```

SWITCH -> switch (EXPRESSION) { ListOfCase }

ListOfCase -> |CASE ListOfCase
|DefaultCase
|Epsilon

CASE -> case EXPRESSION: ListOfSpecialSentences BREAK EOSTOKEN

DefaultCase-> default : ListOfSpecialSentences EOSTOKEN

BREAK -> break;
|Epsilon

```
*****
```

SENTENCE STRUCT

```
struct [structure tag] {  
    member definition;  
    member definition;  
    ...  
    member definition;  
} [one or more structure variables];
```

STRUCT -> struct Identifier { MembersList } EOSTOKEN

MembersList -> DeclarationOfStruct

DeclarationOfStruct -> GeneralDeclaration ArrayIdentifier EOSTOKEN OptionalMember

OptionalMember -> DeclarationOfStruct
| Epsilon

ArrayIdentifier-> [SizeForArray] BidArray
| Epsilon

//No puede ser declaration porque abarcaría declaración de funciones también.

CONST

const type variable = value;

CONST-> const DataType Identifier = EXPRESSION EOSTOKEN

ENUMS

enum-specifier:

enum identifier_{opt} { enumerator-list }

enum identifier

ENUM -> enum Identifier { EnumeratorList } EOSTOKEN

EnumeratorList -> EnumItem OptionalEnumItem
| Epsilon

OptionalEnumItem -> , EnumeratorList

EnumItem -> Identifier OptionalIndexPosition

//Este es Opcional Index, es para cambiar auto-enumerado de los enums

OptionalIndexPosition -> = LiteralNumber
| Epsilon

PostfixOperators -> | ()
| []
| ->
| .
++

MultiplicativeOperators -> | *
| /
| %

AdditiveOperators -> | +
| -

ShiftOperators -> | <<
| >>

RelationalOperators -> | <
| <=
| >
| >=

EqualityOperators -> | ==
| !=

BiwiseAND -> | &

BitwiseXOR -> | ^

BitwiseOR -> | |

LogicalAND -> | &&

LogicalOR -> | ||

Conditional -> ?:

Assignment -> | =
 | +=
 | -=
 | *=
 | /=
 | %=
 | >>=
 | <<=
 | &=
 | ^=
 | |=

Category	Operator	Associativity
Postfix	() [] -> . ++ --	Left to right
Unary	+ - ! ~ ++ -- (type)* & sizeof	Right to left
Multiplicative	* / %	Left to right
Additive	+ -	Left to right
Shift	<< >>	Left to right
Relational	< <= > >=	Left to right
Equality	== !=	Left to right
Bitwise AND	&	Left to right
Bitwise XOR	^	Left to right
Bitwise OR		Left to right
Logical AND	&&	Left to right
Logical OR		Left to right
Conditional	?:	Right to left
Assignment	= += -= *= /= %= >>= <<= &= ^= =	Right to left

Comma	,	Left to right
-------	---	---------------