**Semantic**

MainProg 🡪 main ( ) { Statement }

Statement 🡪 ReadStmt Statement | WriteStmt Statement | Ɛ

ReadStmt 🡪 cin >> id ;

WriteStmt 🡪 cout << id ;

Initialize 🡪 Type InitializeVar ;

InitializeVar 🡪 id | id = Value

Value 🡪 number | string | char

Type 🡪 int 0 | double 1 | char 2 | string 3 | bool 4