```
GUI SETS dell'Esercizio 3.2
\langle prog \rangle ::= \langle statlist \rangle EOF
                                                                                          ID, print, read, case, while, {
\langle statlist \rangle ::= \langle stat \rangle \langle statlistp \rangle
                                                                                          ID, print, read, case, while, {
\langle statlistp \rangle ::= ; \langle stat \rangle \langle statlistp \rangle
\langle statlistp \rangle ::= \epsilon
                                                                                                               EOF, }
\langle stat \rangle ::= ID := \langle expr \rangle
                                                                                                                    ID
\langle stat \rangle ::= print (\langle expr \rangle)
                                                                                                                  print
\langle stat \rangle ::= \text{read} (ID)
                                                                                                                  read
\langle stat \rangle ::= case \langle whenlist \rangle else \langle stat \rangle
                                                                                                                   case
\langle stat \rangle ::= \text{while } (\langle bexpr \rangle) \langle stat \rangle
                                                                                                                  while
\langle stat \rangle ::= \{ \langle statlist \rangle \}
\langle whenlist \rangle ::= \langle whenlitem \rangle \langle whenlistp \rangle
                                                                                                                  when
\langle whenlistp \rangle ::= \langle whenlistp \rangle \langle whenlistp \rangle
                                                                                                                  when
\langle whenlistp \rangle ::= \epsilon
                                                                                                                   else
\langle whenitem \rangle ::= when (\langle bexpr \rangle) \langle stat \rangle
                                                                                                                  when
\langle bexpr \rangle ::= \langle expr \rangle \text{ RELOP } \langle expr \rangle
                                                                                                           (, NUM, ID
\langle expr \rangle ::= \langle term \rangle \langle exprp \rangle
                                                                                                            (, NUM, ID
\langle exprp \rangle ::= + \langle term \rangle \langle exprp \rangle
\langle exprp \rangle ::= - \langle term \rangle \langle exprp \rangle
                                                                                       ;, EOF, ), RELOP, when, else, }
\langle exprp \rangle ::= \epsilon
\langle term \rangle ::= \langle fact \rangle \langle termp \rangle
                                                                                                           (, NUM, ID
\langle termp \rangle ::= * \langle fact \rangle \langle termp \rangle
\langle termp \rangle ::= / \langle fact \rangle \langle termp \rangle
                                                                                  +, -, ;, EOF, ), RELOP, when, else, }
\langle termp \rangle ::= \epsilon
\langle fact \rangle ::= (\langle expr \rangle)
\langle fact \rangle ::= NUM
                                                                                                                 NUM
\langle fact \rangle ::= ID
                                                                                                                    ID
```