## **Context Rules**

- 1) Any Var ID referred should be uniquely defined within the current scope.
- 2) Any fun ID referred in the current scope should be defined uniquely above the current scope.
- 3) In Funct with resultType = VAR, there must be a return statement
- 4) In main function, return statement is not allowed
- 5) Function overloading is not allowed
- 6) Function call should refer to the function which is already defined
- 7) Reference to the same function is not allowed.

## Type Rules

- 1) In AssignmentStmt(ID\_left, Expr)
  - a. ID\_Left.Type is always VAR
  - b. Expr.Type is always VAR
- 2) Type(X) and Type(Y) unifies, if both are of type VAR
  - a. X and Y can be ID, Number
  - b. If X is a function, X.ResultType =VAR
  - c. If Y is a function, Y.ResultType = VAR
- 3) In Expr= ID\_Name | Number | PLUS\_Expr | MINUS\_Expr | TIMES\_Expr | DIV\_Expr | FunctionCall
  - a. ID Name. Type is always VAR
  - b. Number is always integer
  - c. In PLUS Expr(Expr,Expr), both Expr.Type's are INT

- d. In MINUS\_Expr (Expr,Expr) , both Expr.Type's are INT
- e. In TIMES\_Expr (Expr,Expr) , both Expr.Type's are INT
- f. In MOD Expr (Expr, Num), Expr. Type is INT
- g. In DIV\_Expr (Expr,Expr, , both Expr.Type's are INT
- h. In FunctionCall, the ResultType must be INT
  - h.i. The Function call should match with the function signature
- 4) In FunctionCallStmt = FunctionCall, the resultType of function is NONE.
- 5) Type of BoolExp is INT
  - a. In EqualityExp(ID\_Left, ID\_right), ID\_Left.Type and ID\_Right.Type are INT
  - b. In NotEqualityExp(ID\_Left, ID\_right) ), ID\_Left.Type and ID Right.Type are INT
  - c. In LT\_Exp(ID\_Left, ID\_right) ), ID\_Left.Type and ID\_Right.Type are INT
  - d. In GT\_Exp(ID\_Left, ID\_right) ), ID\_Left.Type and ID\_Right.Type are INT
  - e. In LE\_Exp(ID\_Left, ID\_right) ), ID\_Left.Type and ID\_Right.Type are INT
  - f. In GE\_Exp(ID\_Left, ID\_right) ), ID\_Left.Type and ID\_Right.Type are INT