```
VT: {boolean, char, integer, real, type_error, void, array, X, record, pointer, >
        num, id, '(', ')' { ', '}', ', '}
  V_N: \{T, I, F, P\}
           T-> boolean /char/integer/real) type_emor/void
产生式:
               Pointer (T)
                 1 re cord (1 F)
              1 "('P')' -> T
          J \rightarrow hum / J'' hum

F \rightarrow FX ('id XT)' / ('id XT)'
          P -> T/PXT
```

先对基本类型及物造等编码(reard采用名字新介、不用编码;而监控积X 也视为基本类型一同编码). Pointer 01 0000 boolean array 000) char integer 0010 Ireal 0011 real type_emor 0/00 Void 0/0/ 0/10

回海湖影定义: {\$\$, code = "0000"} T-> boolean char { \$\$.code = "0001"} {\$\$.code = "00)0"} integer { \$\$. code = "0011"} { \$\$.code = "0)00"} type_emor { \$\$.code = "0)0)"} \$\$ code = "0][0"] / Pointer'l' T')' & \$\$.code = streat ("01", \$3.code)] array ('¿'j']; T) {\$\$ code= strat ("10", \$7.code)} | "(p)" >> T { \$\$.code = Strat("1)", \$5.code)} I > hum / I", hum F > F x (idxT) / (idxT) P> TIPXT