

<prog>	→ <func-decs> <main> <func-defs>
<func-decs>	→ {<func-dec>} // zero or more function declarations
<func-dec>	→ int <point-ref> <id>(<param>);
<point-ref>	→ * & lambda
<id>	→ <letter>{<letter> <digit>}
<mut>	→ mut lambda
<subscript>	→ [] lambda
<main>	→ int main()<l-brack><stat-list> return 0;<r-brack>
<stat-list>	→ {<statement>}
<statement>	→ <var-dec> <assign> <while> <if-block> <print>????
<func-defs>	→ {<func-def>}
<func-def>	→ int <point-ref> <id>(<param>)<l-brack><stat-list> <return><r-brack>
<param>	→ int <point-ref> <mut> <id><subscript>
<return>	→ return <ret-val>;
<ret-val>	→ <number> <point-ref> <id>
<letter>	→ a..z
<digit>	→ 0..9
<var-dec>	→ int <point-ref> <mut> <id><array> <dec-rhs>;
<assign>	→ <point-ref><id><array>= <assign-rhs>;
<while>	→ while (<condition>) <l-brack><stat-list><r-brack>
<if-block>	→ if(<condition>)<l-brack><stat-list>} <elif><else><r-brack>
<condition>	→ <not> <id> <cond-op> <cond-rhs>
<elif>	→ {<elif>(<condition>)<l-brack><stat-list><r-brack>}
<else>	→ else(<condition>)<l-brack><stat-list><r-brack> lambda
<l-brack>	→ {
<r-brack>	→ }
<not>	→ {!} ????
<cond-op>	→ < > == != <= >=
<cond-rhs>	→ <id> <int>
<int>	→ <sign><digit>{<digit>}
<sign>	→ - lambda
<assign-rhs>	→ <expression> <point-ref><id><array> <allocate>
<dec-rhs>	→ = <assign-rhs> lambda
<array>	→ [<int>]
<expression>	→ <expression> + <expression> <factor>
<factor>	→ <point-ref><id><array> <int> (<expression>)
	→