```
Program → ClassDeclaration *
ClassDeclaration → class IDENT { ClassMember* }
ClassMember → Field | Method | MainMethod
Field → public Type IDENT;
MainMethod → public static void IDENT ( String [] IDENT ) Block
Method \rightarrow public Type IDENT ( Parameters? ) Block
Parameters → Parameter | Parameter , Parameters
Parameter → Type IDENT
Type \rightarrow BasicType ([])*
BasicType → int | boolean | void | IDENT
Statement → Block | EmptyStatement | IfStatement | ExpressionStatement | WhileStatement
| ReturnStatement
Block → { BlockStatement* }
BlockStatement → Statement | LocalVariableDeclarationStatement
LocalVariableDeclarationStatement → Type IDENT (= Expression)?;
EmptyStatement \rightarrow;
WhileStatement → while ( Expression ) Statement
If Statement \rightarrow if (Expression) Statement (else Statement)?
ExpressionStatement → Expression;
ReturnStatement → return Expression?;
Expression → AssignmentExpression
AssignmentExpression → LogicalOrExpression ( = AssignmentExpression ) ?
LogicalOrExpression → LogicalAndExpression ( || LogicalAndExpression )*
LogicalAndExpression → EqualityExpression ( && EqualityExpression )*
EqualityExpression → RelationalExpression ( ( == | != ) RelationalExpression )*
RelationalExpression → AdditiveExpression ( ( < | <= | > | >= ) AdditiveExpression )*
AdditiveExpression → MultiplicativeExpression ( ( + | - ) MultiplicativeExpression )*
MultiplicativeExpression → UnaryExpression ( ( x | / | % ) UnaryExpression )*
UnaryExpression → PostfixExpression | (! | - ) UnaryExpression
```

```
PostfixExpression → PrimaryExpression (PostifxOp)*

PiostfixOp → MethodInvocation | FieldAccess | ArrayAccess

MethodInvocation → . IDENT ( Arguments )

FieldAccess → . IDENT

ArrayAccess → [ Expression ]

Arguments → ( Expression ( , Expression ) * ) ?

PrimaryExpression → null | false | true | INTEGER_LITERAL | IDENT | IDENT ( Arguments ) | this | ( Expression ) | NewObjectExpression | NewArrayExpression

NewObjectExpression → new IDENT ()

NewArrayExpression → new BasicType [ Expression ] ( [] )*
```