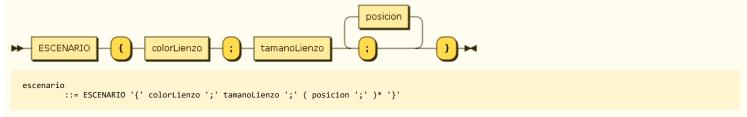
start_rule: program start_rule ::= program no references program: DIBUJO materiales escenario funciones animacion $\label{program:program:=DIBUJO '{'} materiales escenario funciones animacion '}'$ referenced by: start rule materiales: MATERIALES INTEGER_VALUE LLAMADO NOMBRE_PROPIO DE POR tipoFigura color expresion expresion materiales ::= MATERIALES '{' (INTEGER_VALUE tipoFigura color LLAMADO NOMBRE_PROPIO DE expresion POR expresion ';')* '}' referenced by: program tipoFigura: OVALO RECTANGULO TRIANGULO tipoFigura ::= OVALO | RECTANGULO | TRIANGULO referenced by: • materiales color:



referenced by:

- <u>cambioColor</u>
- colorLienzomateriales

escenario:



referenced by:

• program

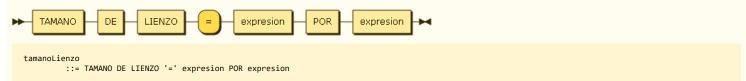
colorLienzo:



referenced by:

• escenario

tamanoLienzo:



referenced by: • escenario posicion:

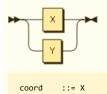
POSICION coord DE figura expresion

posicion ::= POSICION coord DE figura '=' expresion

referenced by:

- <u>escenario</u><u>instruccion</u>

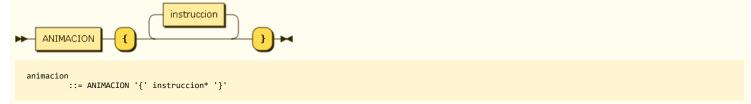
coord:



referenced by:

posicion

animacion:



referenced by:

• <u>program</u>

instruccion:

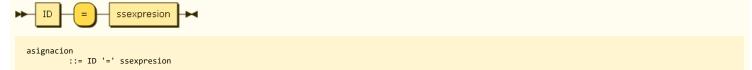


instruccion ::= (asignacion | declaracion | mostrarMensaje | dormir | mientrasQue | cambioColor | posicion | condicional | llamadaFuncion) ';'

referenced by:

- animacion
- condicional
- func
- mientrasQue

asignacion:



referenced by:

- <u>declaracion</u>
- instruccion

declaracion:



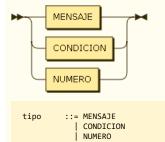
declaracion

::= tipo asignacion

referenced by:

• instruccion

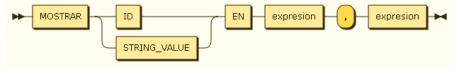
tipo:



referenced by:

- <u>declaracion</u>

mostrarMensaje:

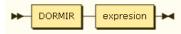


 $\label{eq:mostramensaje} \begin{tabular}{ll} \verb|mostram| & \verb|mostram|$

referenced by:

• instruccion

dormir:



dormir ::= DORMIR expresion

referenced by:

• instruccion

mientrasQue: instruccion MIENTRAS QUE ssexpresion ::= MIENTRAS QUE '(' ssexpresion ')' '{' instruccion* '}' referenced by: • instruccion cambioColor: COLOR figura color ${\tt cambioColor}$::= COLOR DE figura '=' color referenced by: • <u>instruccion</u> figura: NOMBRE_PROPIO expresion figura ::= NOMBRE_PROPIO ('[' expresion ']')? referenced by: • cambioColor posicion condicional: instruccion instruccion SINO ssexpresion condicional ::= SI '(' ssexpresion ')' '{' instruccion* '}' (SINO '{' instruccion* '}')? referenced by: • <u>instruccion</u> **IlamadaFuncion:** ssexpresion ${\tt llamadaFuncion}$::= ID '(' (ssexpresion (',' ssexpresion)*)? ')' referenced by: • instruccion expresion:

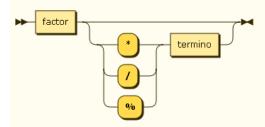
```
termino
                            expresion
```

expresion ::= termino (('+' | '-') expresion)?

referenced by:

- <u>dormir</u>
- expresion
- factor
- figura
- materiales
- mostrarMensaje
- posicion
- sexpresion
- tamanoLienzo

termino:

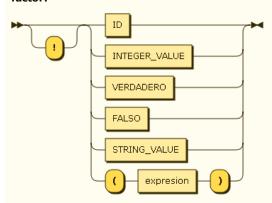


termino ::= factor (('*' | '/' | '%') termino)?

referenced by:

- <u>expresion</u><u>termino</u>

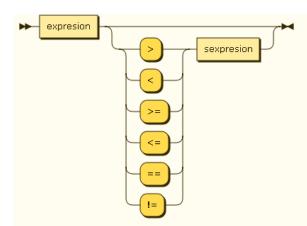
factor:



referenced by:

• termino

sexpresion:

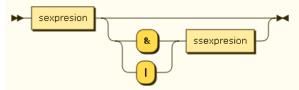


```
sexpresion ::= expresion ( ( '>' | '<' | '>=' | '<=' | '==' | '!=' ) sexpresion )?
```

referenced by:

- sexpresion
- ssexpresion

ssexpresion:

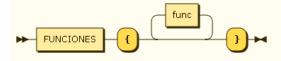


ssexpresion
::= sexpresion (('&' | '|') ssexpresion)?

referenced by:

- <u>asignacion</u>
- condicional
- <u>llamadaFuncion</u>
- mientrasQue
- ssexpresion

funciones:

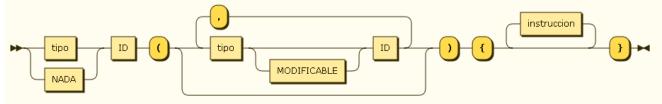


funciones
::= FUNCIONES '{' func* '}'

referenced by:

• program

func:



func ::= (tipo | NADA) ID '(' (tipo MODIFICABLE? ID (',' tipo MODIFICABLE? ID)*)? ')' '{' instruccion* '}'

referenced by:

<u>funciones</u>

... generated by Railroad Diagram Generator 🚫