

\$			FUNCS → FUNC FUNCS	EXP → ε	
T Comment				EXP → T COMMENT	
T Character					
T String					
T Headecimal					
T Decimal					
T Id				EXP → T_ID = EXP1;	
T Comma					
T Semicolon				EXP → ε	
T RSB					
T LSB					
T RB				EXP → ε	
T LB					
T RP					
T LP					
T Assign					
T LOP NOT					
T LOP OR					
T LOP AND					
T ROP_E					
T ROP_NE					
T ROP_GE					
T ROP_SE					
T ROP_G					
T ROP_S					
T AOP_RM					
T AOP_DV					
T AOP_ML					
T AOP_WM					
T AOP_PL					
T True					
T Return				EXP → T_RETURN EXP1 EXP;	
T Print				EXP → T_PRINT EXP;	
T Int	START → FUNC FUNCS		FUNCS → FUNC FUNCS	EXP → DEF EXP;	DEF → TYPE VAR ARRAY
T If				EXP → IF EXP;	
T For				EXP → FOR EXP;	
T False					
T Else					
T Continue				EXP → T_CONTINUE EXP;	
T Char	START → FUNC FUNCS		FUNCS → FUNC FUNCS	EXP → DEF EXP;	DEF → TYPE VAR ARRAY
T Break				EXP → T_BREAK EXP;	
T Badl	START → FUNC FUNCS		FUNCS → FUNC FUNCS	EXP → DEF EXP;	DEF → TYPE VAR ARRAY
\	START		FUNCS	EXP	DEF

[illegible]

			CALL_FUNC → ε	CALL_PARAMS → ε	
TERM → rules	OPERAND → rules			CALL_PARAMS → rules	CALL_PARAM → rules
TERM → rules	OPERAND → T.STRING			CALL_PARAMS → rules	CALL_PARAM → rules
TERM → rules	OPERAD → T.HEX			CALL_PARAMS → rules	CALL_PARAM → rules
TERM → rules	OPERAD → T.DEC			CALL_PARAMS → rules	CALL_PARAM → rules
TERM → rules	OPERAND → T.ID++ T.ID--			CALL_PARAMS → rules	CALL_PARAM → rules
		CALL_FUNC → rules		CALL_PARAMS → rules	
		CALL_FUNC → rules		CALL_PARAMS → ε	
TERM → rules	OPERAD → {EXP }	CALL_FUNC → rules	CALL_PARAMS → rules	CALL_PARAM → rules	
		CALL_FUNC → rules			
		CALL_FUNC → rules			
		CALL_FUNC → rules			
TERM → rules	OPERAND → rules		CALL_PARAMS → rules	CALL_PARAM → rules	
TERM → rules	OPERAND → rules		CALL_PARAMS → rules	CALL_PARAM → rules	
TERM	OPERAND	CALL_FUNC	CALL_PARAMS	CALL_PARAM	

[illegible]