Backtrack-Free BNF for the Eck Programming Language

```
<classDec> \rightarrow class <className> { <classVarDec>* <subroutineDec>* }
<classVarDec > → <classVarModifier> <type> <varList>;
<classVarModifier> → static | field
< subroutineDec > → <subroutineSpecifier> <subroutineType>
        <subroutineName> (<formalParameters>) { <subroutineBody> }
<subroutineSpecifier> → constructor | function | method
<subroutineType> → void | <type>
<formalParameters> \rightarrow <parameterList> | \epsilon
<parameterList> → <type> <varName> <parameterList1>
<parameterList1>\rightarrow, <parameterList>| \epsilon
<subroutineBody> → <varDec>* <statements>
<varDec> → <type> <varList> ;
<type> → int | char | boolean | int[] | char[] | boolean[] | <className>
<varList> → <varName> <varList1>
\langle varList1 \rangle \rightarrow , \langle varList \rangle \mid \epsilon
<className> → identifier
<subroutineName> → identifier
<varName> → identifier
\langle statements \rangle \rightarrow \langle statement \rangle^*
<statement> → <assignmentStatement> | <ifStatement> | <whileStatement> | <doStatement> |
        <returnStatement>
< assignmentStatement > → <varName> <varArray> = <expression> ;
< varArray > \rightarrow [ < expression > ] | \epsilon
```

```
<ifStatement> \rightarrow if ( <expression> ) { <statements> } <elseStatement>
\langle elseStatement \rangle \rightarrow else \{ \langle statements \rangle \} \mid \epsilon
< whileStatement > → while ( <expression> ) { <statements> }
< doStatement > → do identifier <doStatement1> <actualParameters> ;
<doStatement1>\rightarrow • identifier | \epsilon
< returnStatement > → return < returnStatement1>;
< returnStatement1> \rightarrow < expression> \mid \epsilon
< expression > → <exp1> <expression'>
\langle expression' \rangle \rightarrow \& \langle exp1 \rangle \langle expression' \rangle | | \langle exp1 \rangle \langle expression' \rangle | \epsilon
\langle exp1 \rangle \rightarrow \langle exp2 \rangle \langle exp1' \rangle
\langle exp1' \rangle \rightarrow \langle exp2 \rangle \langle exp1' \rangle | \Rightarrow \langle exp2 \rangle \langle exp1' \rangle | \Rightarrow \langle exp2 \rangle \langle exp1' \rangle | \Rightarrow \langle exp2 \rangle \langle exp1' \rangle
<exp2> → <exp3> <exp2'>
\langle exp2' \rangle \rightarrow + \langle exp3 \rangle \langle exp2' \rangle | - \langle exp3 \rangle \langle exp2' \rangle | \epsilon
\langle exp3 \rangle \rightarrow \langle exp4 \rangle \langle exp3' \rangle
\langle exp3' \rangle \rightarrow \star \langle exp4 \rangle \langle exp3' \rangle | / \langle exp4 \rangle \langle exp3' \rangle | \epsilon
\langle exp4 \rangle \rightarrow - \langle exp4 \rangle \mid \sim \langle exp4 \rangle \mid
             integerConstant | stringConstant | <keywordConstant> |
            identifier <exp4Id> | ( <expression> )
\langle exp4Id \rangle \rightarrow
            [ <expression> ] |
             <subroutineName> <actualParameters> |
            <actualParameters> |
            3
< actualParameters > → ( <expressionList> )
\langle expressionList \rangle \rightarrow \langle expressionList 1 \rangle \mid \epsilon
<expressionList1> → <expression> <expressionList2>
\langle expressionList2 \rangle \rightarrow , \langle expressionList1 \rangle \mid \epsilon
<keywordConstant> → true | false | null | this
```