***LL Gratmatika:***

<program\_start> -> <program\_body> EOF *//program zacne- >vykona sa co je v tele,  skonci subor*

<program\_body> -> <definiton> <commands>

<commands> -> E //iba deklaruje, nič ine nerobi

<commands> -> <commands> <commands> //ma lubovolny pocet prikazov

<commands> -> <comparison> //porovnavanie - if

<commands> -> <loops> //cykly - while

<commands> -> <call\_function> //volanie funkcie

<commands> -> <program\_end> //volanie funkcie

<definition> -> DEF <id> <parameters> : EOL *//* ***def*** *id* ***(*** *seznam\_parametrů* ***) : EOL***

<parameters> -> <id> <id\_amout> = <expression> <value\_amout>

<id> -> E *//hodnota sa nepriradi*

<id> -> nejjfspfjspf ***//NEJAKE SLOVO – DOPLNIT(oznacenie premennej)***

< id\_amout > -> , <id> *//viac parametrov*

< id\_amout > -> E *//jeden parameter*

<value\_amout> -> <value>, *//viac hodnot*

<value\_amout> -> E *//jedna hodnota*

***// DOPLNIT VYRAZY***

<expression> -> <type> *//priradenie hodnoty*

<expression> -> <id> //vracia premennu

<expression > -> <expression ><comparison >< expression > *//porovnavanie*

<expression> -> NONE

<expression> -> PASS //prazdna sekvencia prikazov

<type> -> INTEGER

<type> -> DOUBLE

<type> -> STRING

<type> -> BOOLEAN

<comparison > -> ==

<comparison> -> !=

<comparison > -> <>

<comparison > -> <

<comparison > -> >

<comparison > -> <=

<comparison > -> >=

***//IF***

<condition> -> IF <expression> : EOL <expression> <expression\_amout> *//iba if*

<condition> -> IF <expression> : EOL <expression\_amout> else : EOL <expression>

<expression\_amout> *// s else*

<expression\_amout> -> E *//jeden vyraz*

<expression\_amout> -> <expression> <expression\_amout> *//lubovolny pocet vyrazov*

<loops> -> WHILE <expression> : EOL <expression> <expression\_amout> ***//WHILE***

<call\_function> -> <id> = <id> (<id\_amout>) ***//volanie funkcie***

<program\_end> -> RETURN <expression>

<end \_of> -> E *//nic uz nepridam*

<end\_of -> EOL *//koniec riadku*