1. Keywords:

[asm, break, case, char, const, continue, default, do, double], else, [enum, extern, float, for, goto], if, int, [long, register, return, short, signed, sizeof, static, struct, switch, typedef, union, unsigned, void, volatile, while]

1. Data Types:

[char, const, double, float], int, [long, short, signed, struct, union, unsigned, void, volatile]

1. Comment Methods

// Single line

/\* multiple lines \*/

1. Program Statement Related Logic, Math Operators

Assign:

=, [>>=, <<=, +=, -=, \*=, /=, %=, &=, |=, ^=]

Condition:

[? : , ||, &&, |, ^, &], ==, !=, <, <=, >, >=

Math:

>>, <<, \*, /, +, -, [(type cast), ++, --, sizeof]

1. Other Punctuations

, : ; ->

1. Program Controlling Structure

if-else, [switch-case, for loop, while loop, do-while]

1. Functions

printf( STRING );

printf( STRING, (ID | INT | BOOL | STRING) );

printf( STRING, (ID | INT), (ID | INT) );

1. Program Execution

The grammar of preprocessor is not included.

**All the tokens listed in [ ] is not implement yet. There is no semantic rule for these tokens.**

You can still use these keywords in [ ] and draw the parse tree. The parser is refer to GNU C99 yacc.