[1]	<PROGRAM>	→	<IDENT><ENV><DATA><PROC>
[2]	<IDENT>	→	identification division <END_INST> program-id. ID<END_INST> author. WORDS<END_INST> date-written. WORDS <END_INST>
[3]	<WORDS>	→	ID <WORDS_LR>
[4]	<WORDS_LR>	→	ID <WORDS_LR
[5]		→	ε
[6]		→	ID
[7]	<END_INST>	→	.\n
[8]	<ENV>	→	environment division<END_INST> configuration section<END_INST> source-computer. WORDS<END_INST> object-computer. WORDS<END_INST>
[9]	<DATA>	→	data division<END_INST> working-storage section<END_INST> <VAR_LIST>
[10]	<VAR_LIST>	→	<VAR_DECL> <VAR_LIST>
[11]		→	ε
[12]	<VAR_DECL>	→	<LEVEL> ID pic IMAGE <VAR_DECL_TAIL>
[13]	<VAR_DECL_TAIL>	→	value INTEGER<END_INST>
[14]		→	value INTEGER<END_INST>
[15]	<LEVEL>	→	INTEGER
[16]	<PROC>	→	procedure division<END_INST> ID section<END_INST> <LABELS> end program ID.
[17]	<LABELS>	→	<LABEL><END_INST> <INSTRUCTION_LIST> <LABELS_LR>
[18]	<LABELS_LR>	→	<LABEL><END_INST> <INSTRUCTION_LIST> <LABELS_LR>
[19]		→	ε
[20]		→	<LABEL><END_INST> <INSTRUCTION_LIST>
[21]	<LABEL>	→	ID
[22]	<INSTRUCTION_LIST>	→	<INSTRUCTION> <INSTRUCTIONLIST>
[23]		→	ε
[24]	<INSTRUCTIONS>	→	<ASSIGNATION>
[25]		→	<IF>
[26]		→	<CALL>
[27]		→	<READ>
[28]		→	<WRITE>
[29]		→	stop run<END_INST>
[30]	<ASSIGNATION>	→	move <EXPRESSION> to ID<END_INST>
[31]		→	compute ID = <EXPRESSION><END_INST>
[32]		→	add <EXPRESSION> to ID<END_INST>
[33]		→	subtract <EXPRESSION> from ID<END_INST>
[34]		→	multiply <ASSING_END><END_INST>
[35]		→	divide <ASSING_END><END_INST>
[36]	<ASSIGN_END>	→	<EXPRESSION>,<EXPRESSION> giving ID
[37]	<EXPRESSION>	→	<EXPRESSION> <OP> <EXPRESSION>
[38]		→	(<EXPRESSION>)
[39]		→	− <EXPRESSION>

[40]		→	not <EXPRESSION>
[41]		→	ID
[42]		→	INTEGER
[43]		→	true
[44]		→	false
[45]	<OP>	→	=
[46]		→	<
[47]		→	>
[48]		→	<=
[49]		→	>=
[50]		→	and
[51]		→	or
[52]		→	+
[53]		→	-
[54]		→	*
[55]		→	/
[56]	<IF>	→	if <EXPRESSION> then <INSTRUCTION_LIST> <IF_END>
[57]	<IF_END>	→	else <INSTRUCTION_LIST> end-if
[58]		→	end-if
[59]	<CALL>	→	perform ID <CALL_TAIL>
[60]	<CALL_TAIL>	→	until <EXPRESSION><END_INST>
[61]		→	<END_INST>
[62]	<READ>	→	accept ID<END_INST>
[63]	<WRITE>	→	display <WRITE_TAIL>
[64]	<WRITE_TAIL>	→	<EXPRESSION><END_INST>
[65]		→	STRING<END_INST>