BNF for miniRA.jj

```
Goal ::= "MAIN" "[" IntegerLiteral "]" "[" IntegerLiteral "]" "[" IntegerLiteral "]" StmtList "END"
         ( SpillInfo )? ( Procedure )* <EOF>
StmtList ::= ( ( Label )? Stmt )*
Procedure ::= Label "[" IntegerLiteral "]" "[" IntegerLiteral "]" "[" IntegerLiteral "]" StmtList "END" (
         SpillInfo )?
Stmt ::= NoOpStmt
       | ErrorStmt
       | CJumpStmt
       | JumpStmt
       | HStoreStmt
       | HLoadStmt
       | MoveStmt
       | PrintStmt
       | ALoadStmt
       | AStoreStmt
       | PassArgStmt
       | CallStmt
NoOpStmt ::= "NOOP"
ErrorStmt ::= "ERROR"
CJumpStmt ::= "CJUMP" Reg Label
JumpStmt ::= "JUMP" Label
HStoreStmt ::= "HSTORE" Reg IntegerLiteral Reg
HLoadStmt ::= "HLOAD" Reg Reg IntegerLiteral
MoveStmt ::= "MOVE" Reg Exp
PrintStmt ::= "PRINT" SimpleExp
ALoadStmt ::= "ALOAD" Reg SpilledArg
AStoreStmt ::= "ASTORE" SpilledArg Reg
PassArgStmt ::= "PASSARG" IntegerLiteral Reg
CallStmt ::= "CALL" SimpleExp
Exp ::= HAllocate
      | BinOp
      | SimpleExp
HAllocate ::= "HALLOCATE" SimpleExp
BinOp ::= Operator Reg SimpleExp
Operator ::= "LE"
           | "NE"
           | "PLUS"
           | "MINUS"
           | "TIMES"
           | "DIV"
SpilledArg ::= "SPILLEDARG" IntegerLiteral
SimpleExp ::= Reg
            | IntegerLiteral
            | Label
```

```
            Reg ::= "a0"
                  | "a1"
                  | "a2"
                  | "a3"
                  | "t0"
                  | "t1"
                  | "t2"
                  | "t3"
                  | "t4"
                  | "t5"
                  | "t6"
                  | "t7"
                  | "s0"
                  | "s1"
                  | "s2"
                  | "s3"
                  | "s4"
                  | "s5"
                  | "s6"
                  | "s7"
                  | "t8"
                  | "t9"
                  | "v0"
                  | "v1"
  IntegerLiteral ::= <INTEGER_LITERAL>
           Label ::= <IDENTIFIER>
       SpillInfo ::= "//" SpillStatus
     SpillStatus ::= <SPILLED>
                  | <NOTSPILLED>
```