LFPC

Laboratory work Nr.3

```
V_T = \{function, identifier, alpha, digit, type, body, parameters, declaration,
       expression, conditional statement, function invocation, assignment,
       literal, characters, etc.}
V_N = \{ void, int, decimal, boolean, string, if, else, and, or, true, false, return, \}
       Unicode set, a ... z, A ... Z, 0 ... 1}
P = \{ \langle \text{function} \rangle \rightarrow \langle \text{type} \rangle \langle \text{identifier} \rangle \} 
       <identifier> → <alpha> + <digit>*<alpha>*
       \langle alpha \rangle \rightarrow a | ... | z | A | ... | Z
       \langle digit \rangle \rightarrow 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9
       \langle non-zero\ digit \rangle \rightarrow 1|2|3|4|5|6|7|8|9
       <parameters> → <identifier>, <parameters> | <identifier>
       <body> → {<declarations>?}
       <declarations> → <declaration><declarations>| <declaration>
       <declaration> → <type> <identifier> <assignment>; | <function
       invocation>; | return <expression> | <conditional statement>
       <expression> → <conditional expression> | <simple expression>
       <conditional statement> → <if statement>
       <if statement> → if (<conditional expression>) <body> else? <body>?
       <conditional expression> → <conditional and> + | <conditional or> + |
                                         <comparator expression>
```

```
<conditional and> → <comparator expression> and <comparator</pre>
                   expression>
<conditional or> → <comparator expression> or <comparator</pre>
                          expression>
<comparator expression> → <identifier> <relational operator>
                               <identifier>
<relational operator> → == | != | > | >= | < | <=
<function invocation> → <identifier> (<parameters>)
<assignment> → = < simple expression>? | = <function invocation>
<simple expression> → teral> <operator> <expression> | literal>
\langle operator \rangle \rightarrow + | - | * | /
< a > < integer literal > | < floating-point literal > | < string literal > |
             <boolean literal>
<integer literal> → <non-zero digit> <digit> +
<decimal literal> → <non-zero digit> <digit> + . <digit> +
<boolean literal> → true | false
<string literal> → "< characters>?"
<characters> → Unicode set
<type> \rightarrow  void| int| decimal| boolean| string
}
```