Declaration CFG		
<dec>&gt; DT <dec_choice> <dec_choice>&gt; [] ID <init_arr><list_arr>   ID <init><list> <init>&gt; = <oe>   ~ <li><list>&gt; ;   , ID <init> <li><li><li></li></li></li></init></list></li></oe></init></list></init></list_arr></init_arr></dec_choice></dec_choice></dec>		
<init_arr> &gt; = <init_arr_choice>   ~ <init_arr_choice>&gt; new DT[ <oe> ]<return_choice>   { <pl>}   ID  ~ <li>arr&gt;&gt; ;   , ID <init_arr> <li>arr&gt;</li></init_arr></li></pl></return_choice></oe></init_arr_choice></init_arr_choice></init_arr>		
First( <dec>) → DT</dec>		
First <dec_choice>) → [ , ID</dec_choice>		
First( <init>) → = , ~</init>	Follow( <init>) → , , ;</init>	
First( <list>) → ; , ,</list>		
First( <init_arr>) -&gt; = , ~</init_arr>	Follow( <init_arr>) → , , ;</init_arr>	
First( <init_arr_choice>) → new, {, ID, ~</init_arr_choice>	Follow( <init_arr_choice>) → , , ;</init_arr_choice>	
First( <list_arr>) → ; , ,</list_arr>		

Object Declaration		
<obj_dec> → ID <obj_dec_choice></obj_dec_choice></obj_dec>		
<obj_dec_choice> → [] ID <obj_init_arr><obj_list_arr>   ID <obj_init><obj_list></obj_list></obj_init></obj_list_arr></obj_init_arr></obj_dec_choice>		
<obj_init> → = <obj_init_choice>   ~</obj_init_choice></obj_init>		
<obj_init_choice> → new ID(<pl>)   <oe></oe></pl></obj_init_choice>		
<obj_list>&gt; ;   , ID <obj_init> <obj_list></obj_list></obj_init></obj_list>		
<pre><obj_init_arr> → = <obj_init_arr_choice>   ~ <obj_init_arr_choice> → new ID [ <oe> ] <return_obj_choice>   { <pl_dec>}   ID   ~ <obj_list_arr> → ;   , ID <obj_init_arr> <obj_list_arr></obj_list_arr></obj_init_arr></obj_list_arr></pl_dec></return_obj_choice></oe></obj_init_arr_choice></obj_init_arr_choice></obj_init_arr></pre>		
First( <obj_dec>) → DT</obj_dec>		
First( <obj_dec_choice>) → [ , ID</obj_dec_choice>		
First( <obj_init>) → = , ~</obj_init>	Follow( <obj_init>) → ,,;</obj_init>	
First( <init_choice>) → new , int_const, char_const ,</init_choice>		
string_const, float_const, true, false, ( , ! , this, ID , inc_dec		
First( <obj_list>) →;,,</obj_list>		
First( <obj_init_arr>) → = , ~</obj_init_arr>	Follow( <obj_init_arr>) → , , ;</obj_init_arr>	
First( <obj_init_arr_choice>) → new, { , ID , ~</obj_init_arr_choice>	Follow( <init_arr_choice>) → , , ;</init_arr_choice>	
First( <obj_list_arr>) → ; ,</obj_list_arr>		

## **SST (Single Statement)** $\langle SST \rangle \rightarrow \langle if else \rangle | \langle while st \rangle | \langle for st \rangle | inc dec<this st > ID < X > ; | this . ID < XY SST > | ID < ZZZ > |$ <try st> | DT <dec choice> | continue; | break; |; $\langle ZZZ \rangle \rightarrow ID \langle obj_init \rangle \langle obj_list \rangle | [ \langle XY_dec \rangle | \langle XY1_SST \rangle | (\langle PL \rangle) \langle XY2_SST \rangle |$ <XY\_dec> -> <OE>] <XY1\_SST> | ] ID<obj\_init\_arr><obj\_list\_arr> $\langle XY\_SST \rangle \rightarrow (\langle PL \rangle) \langle XY2\_SST \rangle | . ID \langle XY\_SST \rangle | inc_dec; | = \langle OE \rangle; | [\langle OE \rangle] \langle XY1\_SST \rangle | ;$ $\langle XY1 SST \rangle \rightarrow . ID \langle XY SST \rangle | inc dec; | = \langle OE \rangle;$ $\langle XY2\_SST \rangle \rightarrow . ID \langle XY\_SST \rangle | [\langle OE \rangle] \langle XY1\_SST \rangle |;$ <MST> → <SST><MST> | ~ First( $\langle SST \rangle$ ) $\rightarrow$ if, while, for, try, this, inc dec, ID, DT, continue, break First( $\langle ZZZ \rangle$ ) $\rightarrow$ ID, (,., inc dec, = , [ First(<XY\_dec>) → int\_const, char\_const, string\_const, float const, true, false, (,!, this, ID, inc dec,] First(<XY\_SST>) → (,.,inc\_dec,=,;,[ First(<XY1\_SST>) → ., inc\_dec, = First( $\langle XY2\_SST \rangle$ ) $\rightarrow$ .,;, [ First(<MST>) → if, while, for, try, this, inc\_dec, ID, DT, break, Follow( $\langle MST \rangle$ ) $\rightarrow$ } continue, ~

## SST1 (Includes return keyword) <SST1> → <if\_else> | <while\_st> | <for\_st> | inc\_dec<this\_st> | D <X>; | this . | D <XY\_SST> | | D <ZZZ> | <try\_st> | DT <dec\_choice> | <return\_st> | ; <MST1> → <SST1><MST1> | ~ First(<SST1>) → if, while, for, try, this, inc\_dec, ID, DT, return First(<MST1>) → if, while, for, try, this, inc\_dec, ID, DT, return, ~ Follow(<MST1>) → }

```
For Statement
\langle \text{for st} \rangle \rightarrow \text{for}(\langle \text{c1} \rangle \langle \text{c2} \rangle; \langle \text{c3} \rangle) \{\langle \text{MST} \rangle\}
<c1> \rightarrow inc_dec <this_st>ID<X>; | DT <dec_choice> | this . ID <X><c1_choice2> | ID <for_ZZZ> | ;
\langle c1 \text{ choice2} \rangle \rightarrow = \langle OE \rangle; | inc dec;
<c2> → <OE> | ~
<c3> \rightarrow <this st>ID<X> <c3 choice><c3 more choice> | inc dec <this st>ID<X><c3 more choice> |
new ID(<PL>)<c3 more choice> | ~
<c3 choice> \rightarrow inc dec | = <OE>
<c3 more choice> \rightarrow , <c3 must> <c3 more choice> | \sim
<c3 must> \rightarrow <this st>ID<X> <c3 choice> | inc dec <this st>ID<X> | new ID(<PL>)
<for ZZZ> → ID <obj init><obj list> | [ <XY dec> | <for XY1 SST> | (<PL>)<for XY2 SST>
<for_XY_dec> -> <OE>] <for_XY1_SST> | ] ID<obj_init_arr><obj_list_arr>
<for XY SST> \rightarrow (<PL>) <for XY2 SST> | .ID <for XY SST> | inc dec; | = <OE>; | [<OE>]
<for XY1 SST> |;
\langle \text{for XY1 SST} \rangle \rightarrow . \text{ID} \langle \text{for XY SST} \rangle | \text{inc dec}; | = \langle \text{OE} \rangle;
\langle \text{for XY2 SST} \rangle \rightarrow . \text{ID} \langle \text{for XY SST} \rangle | [\langle \text{OE} \rangle] \langle \text{for XY1 SST} \rangle
First(<for>) \rightarrow for
First(\langle c1 \rangle) \rightarrow inc dec, DT, this, ID,;
First(<c1 choice2>) \rightarrow = , inc dec
First(<c2>) → int_const, char_const, string_const, float_const,
                                                                                     Follow(\langle c2 \rangle) \rightarrow ;
true, false , ( , ! , this, ID , inc_dec , ~
First(<c3>) → this, ID , inc dec, new ,~
                                                                                     Follow(< c3>) \rightarrow)
First(<c3 choice>) \rightarrow inc dec, =
First(<c3_more_choice>) -> , , ~
                                                                                     Follow(c3_more_choice>) → )
First(<c3_must>) → this, ID , inc_dec , new
First(<for_ZZZ>) → ID, (,.,inc_dec, = ,[
First(<for_XY_dec>) → int_const, char_const , string_const,
float_const, true, false, ( , ! , this, ID , inc_dec, ]
First(<for_XY_SST>) → (,.,inc_dec,=,;,[
First(<for_XY1_SST>) → ., inc_dec, =
First(<for XY2 SST>) \rightarrow ., [
```

Return Statement	
<pre><return> → return <either_return>; <either_return> → <oe>  new <return1>   ~</return1></oe></either_return></either_return></return></pre>	
First( <return>) → return</return>	
First( <either_return>) → int_const, char_const , string_const,</either_return>	Follow( <either_return>) → ;</either_return>
float_const, true, false, ( , ! , this, ID , inc_dec , new , ~	
First( <return1>) → ID , DT</return1>	
First( <return2>) → ( , [</return2>	
First( <return_obj_choice>) → { , ~</return_obj_choice>	Follow( <return_obj_choice>) → , , ;</return_obj_choice>
First(return_choice>) → { , ~	Follow( <return_choice>) → , , ;</return_choice>

PL_dec ( Parameter List Declaration )	
<pl_dec> → new ID(<pl>)<pl1_dec>   <oe> <pl1_dec></pl1_dec></oe></pl1_dec></pl></pl_dec>	
<pl1_dec> → , <pl1_choice><pl1_dec>   ~</pl1_dec></pl1_choice></pl1_dec>	
<pl1_choice> → new ID(<pl>)   <oe></oe></pl></pl1_choice>	
First( <pl_dec>) -&gt; new , int_const, char_const , string_const,</pl_dec>	
float_const, true, false, ( , ! , this, ID , inc_dec	
First( <pl1_dec>) -&gt;,,~</pl1_dec>	Follow( <pl_dec>) -&gt; }</pl_dec>
First( <pl1_choice>) -&gt; new , int_const, char_const ,</pl1_choice>	
string_const, float_const, true, false, ( , ! , this, ID , inc_dec	

PL ( Parameter List )	
<pl> → <oe> <pl1>   ~</pl1></oe></pl>	
<pl1> → , <oe> <pl1>   ~</pl1></oe></pl1>	
First( <pl>) -&gt; int_const, char_const , string_const, float_const,</pl>	
true, false, ( , ! , this, ID , inc_dec	
First( <pl1>) -&gt; , , ~</pl1>	Follow( <pl>) -&gt; ) , }</pl>

Const (Constants)		
<const> → string_const   int_const   char_const   float_const   true   false</const>		
First( <const>) → string_const, int_const, char_const,</const>		
float_const, true, false		

## Def ( Function Parameter list while defining ) <def> → <ret\_type> ID <more\_def> | ~ <more\_def> → , <ret\_type> ID <more\_def> | ~ <ret\_type> → DT <ret\_choice> | ID <ret\_choice> <ret\_choice> → [ ] | ~ First(<def>) → DT , ID , ~ Follow(<def>) → ) First(<ret\_type>) → DT , ID First(<ret\_type>) → DT , ID First(<ret\_type>) → DT , ID First(<ret\_choice>) → [ , ~ Follow(<ret\_choice>) → ) , , , ID

X (Always end on variable)	
<x> → [<oe>] <x1>   ( <pl> ) <x2>   . ID<x>   ~ <x1> → .ID<x>   ~ <x2> → .ID<x>   [<oe>].ID<x></x></oe></x></x2></x></x1></x></x2></pl></x1></oe></x>	
First( <x>) → [ , ( , . ,~</x>	Follow( <x>) → ; , pm , rop, mdm , &amp;&amp; ,    , ) , ] , , , } , =, inc_dec</x>
First( <x1>) → . , ~</x1>	Follow( <x1>) → ; , pm , rop, mdm , &amp;&amp; ,    , ) , ] , , , } , =, inc_dec</x1>
First( <x2>) → . , [</x2>	

OE (Expression)	
<oe> → <ae> <oe'> <oe'> →    <ae> <oe'>   ~</oe'></ae></oe'></oe'></ae></oe>	
<ae> → <re> <ae'></ae'></re></ae>	
<ae'> → &amp;&amp;<re><ae'>   ~</ae'></re></ae'>	
<re> → <pe><re'></re'></pe></re>	
<re'> → rop <pe><re'> ~</re'></pe></re'>	
<pe> → <me><pe'></pe'></me></pe>	
<pe'> → pm <me><pe'>  ~</pe'></me></pe'>	
<me> → <f><me'></me'></f></me>	
<pre><me'> → mdm <f><me'>   ~</me'></f></me'></pre>	ic cts ID <vs< td=""></vs<>
$\langle F \rangle \rightarrow \langle const \rangle   (\langle OE \rangle)   ! \langle F \rangle   \langle this\_st \rangle   ID \langle XY \rangle   inc\_dec \langle thi \rangle   \langle XY \rangle \rightarrow   (\langle OE \rangle)   \langle YY \rangle     ID \langle XY \rangle   inc\_dec   \sim$	S_S(> 1D < X>
<xy1> → .ID<xy>   inc dec   ~</xy></xy1>	
<xy2> → .ID <xy>   Inc_dec  </xy></xy2>	
3112 3 112 311 7 1 311 2 1	
First( <oe>) → int_const, char_const , string_const, float_const,</oe>	
true, false, bool, var, ( , ! , this, ID , inc_dec	
First( <oe'>) →   ,~</oe'>	Follow( <oe'>) → ) , } , ] , , , ;</oe'>
First( <ae>) → int_const, char_const, string_const, float_const,</ae>	
true, false, bool, var, ( , ! , this, ID , inc_dec	
First( <ae'>) → &amp;&amp; , ~</ae'>	Follow( <ae'>) →    , ) , } , ] , , , ;</ae'>
First( <re>) → int_const, char_const , string_const, float_const,</re>	
true, false, bool, var, ( , ! , this, ID , inc_dec	
First( <re'>) → rop , ~</re'>	Follow( <re'>) → &amp;&amp; ,    , ) , } , ] , , ,</re'>
	;
First( <pe>) → int_const, char_const , string_const, float_const,</pe>	
true, false, bool, var, ( , ! , this, ID , inc_dec	
First( <pe'>) → pm , ~</pe'>	Follow( <pe'>) → rop , &amp;&amp; ,     , ) , } ,</pe'>
	1,,,;
First( <me>) → int const, char const, string const,</me>	
float_const, true, false, bool, var, ( , ! , this, ID , inc_dec	
First( <me'>) → mdm, ~</me'>	Follow( <me'>) → pm , rop , &amp;&amp; ,   </me'>
	,),},1,,,;
First( <f>) → int_const, char_const , string_const, float_const,</f>	Follow( $\langle F \rangle$ ) $\rightarrow$ mdm, pm, rop, &&,
true, false, bool, var, ( , ! , this, ID , inc_dec	,),},1,,,;
First( <xy>) → [ , ( , . , inc_dec , ~</xy>	Follow( <xy>) → mdm, pm , rop ,</xy>
	&&,  ,),},],,,;
First( <xy1>)→ . , inc_dec, ~</xy1>	Follow( <xy1>) → mdm, pm , rop ,</xy1>
	&&,  ,),},],,,;
First( <xy2>) → . , [ , ~</xy2>	Follow( <xy2>) → mdm, pm , rop ,</xy2>
	&&,  ,),},],,,;

```
Class Statement
<class st> → <class choice> <class def>
<class def> → class ID <inhrt> { <CB> }
<class choice> → static | abstract | final | ~
<inhrt> > extends ID <inhrt choice> | ~
<inhrt choice> → , ID <inhrt choice> | ~
<CB> → static <CB Class>| <access modifiers> <static choice> <CB1> | <CB1> | abstract
<class def><CB> | final <class def> <CB> | <class def> <CB> | ~
<CB Class> → <acc choice> <CB1> | <class def><CB>
<acc choice> → <access modifiers> | ~
<static choice> → static | ~
\langle CB1 \rangle \rightarrow DT \langle fn1 \rangle \langle CB \rangle \mid void \langle func \rangle \langle CB \rangle \mid ID \langle fn2 \rangle \langle CB \rangle
\langle fn1 \rangle \rightarrow ID \langle fn simple \rangle | [] ID \langle fn arr \rangle
\langle fn | simple \rangle \rightarrow (\langle def \rangle) \langle MST1 \rangle | \langle init \rangle \langle list \rangle
\langle fn arr \rangle \rightarrow (\langle def \rangle) \{\langle MST \rangle\} \mid \langle init arr \rangle \langle list arr \rangle
\langle fn2 \rangle \rightarrow ID \langle fn2\_simple \rangle | [] ID \langle fn2\_arr \rangle | (\langle def \rangle) \langle MST1 \rangle |
\langle fn2 \text{ simple} \rangle \rightarrow (\langle def \rangle) \langle MST1 \rangle | \langle obj \text{ init} \rangle \langle obj \text{ list} \rangle
<fn2_arr> -> (<def>){<MST>} | <obj_init_arr><obj_list_arr>
First(<class st>)→ static, abstract, final, class
                                                                                               Follow(<class_st>) → static,
                                                                                               abstract, final, class, }
First(<class def>) → class
First(<class_choice>) → static, abstract, final, ~
                                                                                               Follow(<class choice>) → class
First(<inhrt>) -- > extends,~
                                                                                               Follow(\langle inhrt \rangle) \rightarrow {
First(<inhrt_choice>) → , , ~
                                                                                               Follow(<inhrt_choice>) → {
First(<CB>) → static, public, protected, private, DT, void, ID,
                                                                                               Follow(\langle CB \rangle) \rightarrow }
abstract, final, class~
First(<acc_choice>) → public, protected, private, ~
                                                                                               Follow(<acc_choice>) → DT ,ID,
                                                                                               void
First(<static_choice>) → static, ~
                                                                                               Follow(<static_choice>) → DT,ID,
                                                                                               void
First(\langle CB1 \rangle) \rightarrow DT, void, ID
First(\langle fn1 \rangle) \rightarrow ID, [
First(\langle fn | simple \rangle) \rightarrow (, = , , , ;
First(\langle fn_arr \rangle) \rightarrow (, = , ; , ,
First(\langle fn2 \rangle) \rightarrow ID, [, (
First(\langle fn2 | simple \rangle) \rightarrow (, = , , , ;
First(<fn2_arr>) \rightarrow (, = , , , ;
```

This_st ( This Statement)	
<this_st> → this .   ~</this_st>	
First( <this_st>) → this , ~</this_st>	Follow( <this_st>) → ID</this_st>

Try_st (Try Catch Finally Statement)	
<try_st> → try { <mst> } <catch_st><finally_st> <catch_st> → catch(ID ID) { <mst> } <catch_st1> <catch_st1> → <catch_st><catch_st1>   ~ <finally_st> → finally {<mst>}   ~</mst></finally_st></catch_st1></catch_st></catch_st1></catch_st1></mst></catch_st></finally_st></catch_st></mst></try_st>	
First( <try>) → try</try>	
First( <catch_st>) → catch</catch_st>	Follow( <mst1>) → }</mst1>
First( <catch_st1>) → catch, ~</catch_st1>	Follow( <catch_st1>) → if, while, for , try, this, inc_dec, ID ,DT , continue, break, return, } , finally</catch_st1>
First( <finally_st>) → finally , ~</finally_st>	Follow( <catch_st1>) → if, while, for , try, this, inc_dec, ID ,DT , continue, break, return, }</catch_st1>

Access Modifiers	
<access_modifiers> → public   private   protected</access_modifiers>	
First( <access_modifiers>) → public , private , protected</access_modifiers>	

Func ( Function )		
<func> → ID(<def>) { <mst1> }</mst1></def></func>		
First( <func>) → ID</func>		

Class Repeatition		
<class_rep> -&gt; <class_st> <class_rep>  ~</class_rep></class_st></class_rep>		
First( <class_rep>) → static, abstract, final, class, ~</class_rep>	Follow( <class_rep>) → }</class_rep>	

	Starting	
<s> → namespace ID { <class_rep> }</class_rep></s>		
First( <s>) → namespace</s>		Follow( <s>) → \$</s>

While_st (While Loop)		
<while_st> → while( <oe> ) {<mst>}</mst></oe></while_st>		
First( <while_st>) → while</while_st>		

If_else (If Else)		
<if_else> → if ( <oe> ) { <mst> } <o_else> <o_else> → else <if_choice>   ~ <if_choice> → <if_else>   { <mst>}</mst></if_else></if_choice></if_choice></o_else></o_else></mst></oe></if_else>		
First( <if_else>) → if</if_else>		
First( <o_else>) → else , ~</o_else>	Follow( <o_else>) → if, while , for , try, this, inc_dec , ID ,DT, continue, break , return , }</o_else>	
First( <if_choice>) → if , {</if_choice>		