Ledgard Type Matching Rules

[Note: In each of the following rules, 'T' stands for "any one type" and 'ST' stands for "any one simple type" (i.e. integer or boolean).]

```
\{ST\}(:=|:=:)\{ST\}; \Rightarrow \{void\}
 if \{boolean\} then \{void\} end if; \Rightarrow \{void\}
 if \{boolean\} then \{void\} else \{void\} end if ; \Rightarrow \{void\}
 while \{boolean\}\ loop\ \{void\}\ end\ loop\ ; \Rightarrow \{void\}
 input \{ST_1\}, \{ST_2\}, \dots \{ST_n\}; \Rightarrow \{void\}
 output \{ST_1\}, \{ST_2\}, \dots \{ST_n\}; \Rightarrow \{void\}
 \langle integer - literal \rangle \Rightarrow \{integer\}
 (true | false) \Rightarrow {boolean}
 ( \{ T \} ) \Rightarrow \{T\}
 not \{boolean\} \Rightarrow \{boolean\}
 \{ \text{ array of } T \} [\{ integer \}] \Rightarrow \{ T \}
 \{ST\}(==|<>)\{ST\} \Rightarrow \{boolean\}
 \{integer\}(<|<=|>|>=)\{integer\} \Rightarrow \{boolean\}
 \{integer\}(+|-|*|/)\{integer\} \Rightarrow \{integer\}
 \{boolean\}\ (and \mid or)\ \{integer\} \Rightarrow \{boolean\}\ 
All other productions produce \{void\}
```