EBNF Grammar for C--

(corrected)

```
1.
    TranslationUnit
                        = { TypeSpecifier, identifier,
                             ( [ "[", integer, "]"],
                               { ",", identifier, [ "[", integer, "]" ] }, ";"
                               "(", [ Parameter, { ",", Parameter } ], ")",
                              CompoundStatement
                          }
    TypeSpecifier
                          "void"
2.
                          "int"
                          "float"
                          "char"
3.
    Parameter
                        = TypeSpecifier, identifier, [ "[", "]" ]
                        = "{", { Declaration | Statement }, "}"
4.
    CompoundStatement
                        = TypeSpecifier, identifier, [ "[", integer, "]" ],
5.
    Declaration
                             { ",", identifier, [ "[", integer, "]" ] }, ";"
6.
    Statement
                        = ExpressionStatement
                          CompoundStatement
                          SelectionStatement
                          RepetitionStatement
                          ReturnStatement
    ExpressionStatement = [ Expression, [ "=", Expression ] ], ";"
7.
    SelectionStatement = "if", "(", Expression, ")", Statement, [ "else",
8.
                          Statement ]
    RepetitionStatement = "while", "(", Expression, ")", Statement
9.
10. ReturnStatement
                        = "return", [ Expression ], ";"
                        = SimpleExpression,
11. Expression
                          [ ( "<=" | "<" | ">=" | ">" | "==" | "!=" ),
                             SimpleExpression ]
    SimpleExpression
                        = Term, { ( "+" | "-" ), Term }
13. Term
                        = Factor, { ( "*" | "/" ), Factor }
14. Factor
                        = "(", Expression1, ")"
                        identifier,
                              [ "[", Expression, "]"
                               | "(", [ Expression, { ",", Expression } ], ")"
                               ]
                          integer
                          float
                          char
                          string
```