

<DEM> → # <INC> <DEM> / <START>

<INC> → include < id <LIB> >

<LIB> → . id <LIB> / ε

<START> → <DEC> <START> / <STRUCT> <START> / <MAIN> main <METH>

<MAIN> → <TYPE> / void

<DEC> → <TYPE> id <TDEC> / void id <METH> / id :

<TDEC> → <METH> / <TAB> ;

<METH> → (<P> { <CORPS> }

<P> → <PARAMS>) /)

<PARAMS> → <TYPE> id <PARAM>

<PARAM> → , <PARAMS> / ε

<TAB> → [entier] <TAB2> / <INIT>

<INIT> → = <EA> / ε

<TAB2> → [entier] <INIT2> / <INIT1>

<INIT1> → = <T1> / ε

<T1> → { <T11>

<T11> → <TEA> } / }

<TEA> → <EA> <T12>

<T12> → , <TEA> / ε

<INIT2> → = { <T21>

<T21> → <T2> } / }

<T2> → <T1> <T22>

<T22> → , <T2> / ε

<STRUCT> → struct id { <SDEC> } id ;

<SDEC> → <TYPE> id <TAB> ; <SDEC> / ε

<CORPS> → <DEC> <SUITE> / <INST> <SUITE> / if <IF> <SUITE> / for <FOR> <SUITE> / while <WHILE>
<SUITE> / switch <SWITCH> <SUITE> / goto <GOTO> <SUITE>

<SUITE> → <CORPS> / ε

$\langle \text{INST} \rangle \rightarrow \text{return } \langle \text{VAR} \rangle ; / \langle \text{ID} \rangle \langle \text{OP} \rangle ;$
 $\langle \text{OP} \rangle \rightarrow = \langle \text{AFFECT} \rangle / ++ / --$
 $\langle \text{AFFECT} \rangle \rightarrow \langle \text{EA} \rangle / \langle \text{T1} \rangle / \langle \text{T2} \rangle$
 $\langle \text{EA} \rangle \rightarrow (\langle \text{VAR} \rangle \langle \text{E} \rangle) / \langle \text{VAR} \rangle \langle \text{E} \rangle$
 $\langle \text{E} \rangle \rightarrow \langle \text{OPA} \rangle \langle \text{EA} \rangle / \epsilon$
 $\langle \text{VAR} \rangle \rightarrow \text{entier} / \text{reel} / \text{caractere} / \text{chaine} / \langle \text{ID} \rangle$
 $\langle \text{ID} \rangle \rightarrow \text{id } \langle \text{STRD} \rangle$
 $\langle \text{STRD} \rangle \rightarrow - \rangle \text{id } \langle \text{STRD} \rangle / \epsilon$
 $\langle \text{OPA} \rangle \rightarrow + / - / * / /$
 $\langle \text{IF} \rangle \rightarrow (\langle \text{COND} \rangle) \langle \text{EXEC} \rangle \langle \text{ELSE} \rangle$
 $\langle \text{ELSE} \rangle \rightarrow \text{else } \langle \text{EIF} \rangle / \epsilon$
 $\langle \text{EIF} \rangle \rightarrow \text{if } \langle \text{IF} \rangle / \langle \text{EXEC} \rangle$
 $\langle \text{EXEC} \rangle \rightarrow \{ \langle \text{CORPS} \rangle \} / \langle \text{INST} \rangle$
 $\langle \text{FOR} \rangle \rightarrow (\langle \text{VE} \rangle \text{id} = \langle \text{EA} \rangle ; \langle \text{COND} \rangle ; \text{id } \langle \text{OPS} \rangle) \{ \langle \text{CORPS} \rangle \}$
 $\langle \text{OPS} \rangle \rightarrow = \langle \text{EA} \rangle / ++ / --$
 $\langle \text{VE} \rangle \rightarrow \text{int} / \text{long} / \epsilon$
 $\langle \text{WHILE} \rangle \rightarrow (\langle \text{COND} \rangle) \{ \langle \text{CORPS} \rangle \}$
 $\langle \text{COND} \rangle \rightarrow (\langle \text{COND} \rangle) \langle \text{OL} \rangle \langle \text{CD} \rangle \langle \text{COND2} \rangle / \langle \text{EA} \rangle \langle \text{OPC} \rangle \langle \text{EA} \rangle \langle \text{COND2} \rangle$
 $\langle \text{COND2} \rangle \rightarrow \langle \text{OL} \rangle \langle \text{CD} \rangle \langle \text{COND2} \rangle / \epsilon$
 $\langle \text{CD} \rangle \rightarrow (\langle \text{COND} \rangle) / \langle \text{COND} \rangle$
 $\langle \text{TYPE} \rangle \rightarrow \text{int} / \text{long} / \text{float} / \text{double} / \text{char} / \text{String}$
 $\langle \text{OPC} \rangle \rightarrow < / > / <= / >= / != / ==$
 $\langle \text{OPL} \rangle \rightarrow \&\& / ||$
 $\langle \text{SWITCH} \rangle \rightarrow (\langle \text{ID} \rangle) \{ \langle \text{CASES} \rangle \}$
 $\langle \text{CASES} \rangle \rightarrow \text{case } \langle \text{VAR} \rangle \langle \text{CASE} \rangle \langle \text{CASES} \rangle / \text{default } \langle \text{CASE} \rangle / \epsilon$
 $\langle \text{CASE} \rangle \rightarrow : \langle \text{CORPS} \rangle \text{break} ;$
 $\langle \text{GOTO} \rangle \rightarrow \text{id} ;$