

Linguagem Javazim - Corrigida

Programa	→ Classe \$ 1
Classe	→ "public" "class" ID "{" ListaMetodo Main "}" 2
DeclaracaoVar	→ Tipo ID ";" 3
ListaMetodo	→ ListaMetodo' 4
ListaMetodo'	→ Metodo ListaMetodo' 5 ε 6
Metodo	→ Tipo ID "(" RegexListaParam ")" "{" RegexDeclararVar ListaCmd Retorno "}" 7
RegexListaParam	→ ListaParam 8 ε 9
RegexDeclararVar	→ DeclaracaoVar RegexDeclararVar 10 ε 11
ListaParam	→ Param ListaParam' 12
ListaParam'	→ ", " ListaParam 13 ε 14
Param	→ Tipo ID 15
Retorno	→ "return" Expressao ";" 16 ε 17
Main	→ "public" "static" "void" "main" "(" ")" "{" RegexDeclararVar ListaCmd "}" 18
Tipo	→ "boolean" 19 "int" 20 "string" 21 "float" 22 "void" 23
ListaCmd	→ ListaCmd' 24
ListaCmd'	→ Cmd ListaCmd' 25 ε 26
Cmd	→ CmdIF 27 CmdWhile 28 CmdPrint 29 CmdPrintln 30 ID Cmd' 31
Cmd'	→ CmdAtrib 32 CmdMetodo 33
CmdIF	→ "if" "(" Expressao ")" "{" Cmd "}" CmdIF' 34
CmdIF'	→ "else" "{" Cmd "}" 35 ε 36
CmdWhile	→ "while" "(" Expressao ")" "{" Cmd "}" 37
CmdPrint	→ "print" "(" Expressao ")" ";" 38
CmdPrintln	→ "println" "(" Expressao ")" ";" 39
CmdAtrib	→ "=" Expressao ";" 40
CmdMetodo	→ "(" RegexExp4 ")" ";" 41
Expressao	→ Exp1 Exp' 42
Exp'	→ "&&" Exp1 Exp' 43 " " Exp1 Exp' 44 ε 45
Exp1	→ Exp2 Exp1' 46
Exp1'	→ "<" Exp2 Exp1' 47 "<=" Exp2 Exp1' 48 ">" Exp2 Exp1' 49 ">=" Exp2 Exp1' 50 "==" Exp2 Exp1' 51 "!=" Exp2 Exp1' 52 ε 53
Exp2	→ Exp3 Exp2' 54
Exp2'	→ + Exp3 Exp2' 55 - Exp3 Exp2' 56 ε 57
Exp3	→ Exp4 Exp3' 58
Exp3'	→ * Exp4 Exp3' 59 / Exp4 Exp3' 60 ε 61
Exp4	→ ID Exp4' 62 ConstInteira 63 ConstReal 64 ConstString 65 "true" 66 "false" 67 OpUnario Expressao 68 "(" Expressao ")" 69
Exp4'	→ "(" RegexExp4 ")" 70 ε 71
RegexExp4	→ Expressao RegexExp4' 72 ε 73
RegexExp4'	→ ", " Expressao RegexExp4' 74 ε 75
OpUnario	→ "-" 76 "!" 77

Cálculo do FIRST e FOLLOW

	FRIST	FOLLOW
Programa	public	\$
Classe	public	\$
DeclaracaoVar	boolean, int, string, float, void	boolean, int, string, float, void, if, while, print, println, ID, return, }
ListaMetodo	ϵ , boolean, int, string, float, void	public
ListaMetodo'	ϵ , boolean, int, string, float, void	public
Metodo	boolean, int, string, float, void	if, while, print, println, ID, public
RegexListaParam	ϵ , boolean, int, string, float, void)
RegexDeclaraVar	ϵ , boolean, int, string, float, void	if, while, print, println, ID, return, }
ListaParam	boolean, int, string, float, void)
ListaParam'	ϵ , “,”)
Param	boolean, int, string, float, void	“,” ,)
Retorno	ϵ , return	}
Main	public	}
Tipo	boolean, int, string, float, void	ID
ListaCmd	ϵ , if, while, print, println, ID	return, }
ListaCmd'	ϵ , if, while, print, println, ID	return, }
Cmd	if, while, print, println, ID	if, while, print, println, ID, return, }
Cmd'	“=”, (if, while, print, println, ID, return, }
CmdIF	if	if, while, print, println, ID, return, }
CmdIF ‘	else, ϵ	if, while, print, println, ID, return, }
CmdWhile	while	if, while, print, println, ID, return, }
CmdPrint	print	if, while, print, println, ID, return, }
CmdPrintln	println	if, while, print, println, ID, return, }
CmdAtrib	“=”	if, while, print, println, ID, return, }
CmdMetodo	(if, while, print, println, ID, return, }
Expressao	ID, ConstInteira, ConstReal, ConstString, true, false, “-” (negação), “!”, (“,” ,) , “,”
Exp'	&&, , ϵ	“,” ,) , “,”
Exp1	ID, ConstInteira, ConstReal, ConstString, true, false, “-” (negação), “!”, (&&, , “,” ,) , “,”
Exp1'	<, <=, >, >=, ==, !=, ϵ	&&, , “,” ,) , “,”
Exp2	ID, ConstInteira, ConstReal, ConstString, true, false, “-” (negação), “!”, (<, <=, >, >=, ==, !=, &&, , “,” ,) , “,”
Exp2'	+, -, ϵ	<, <=, >, >=, ==, !=, &&, , “,” ,) , “,”
Exp3	ID, ConstInteira, ConstReal, ConstString, true, false, “-” (negação), “!”, (+, -, <, <=, >, >=, ==, !=, &&, , “,” ,) , “,”
Exp3'	*, /, ϵ	+, -, <, <=, >, >=, ==, !=, &&, , “,” ,) , “,”

Exp4	ID, ConstInteira, ConstReal, ConstString, true, false, “-” (negação), “!”, (*, /, +, -, <, <=, >, >=, ==, !=, &&, , “;”,), “,”
Exp4’	(, ε	*, /, +, -, <, <=, >, >=, ==, !=, &&, , “;”,), “,”
RegexExp4	ε, ID, ConstInteira, ConstReal, ConstString, true, false, “-” (negação), “!”, ()
RegexExp4’	“,”, ε)
OpUnario	“-” (negação), “!”	ID, ConstInteira, ConstReal, ConstString, true, false, “-” (negação), “!”, (