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graph LR
    INSTRUCTIONS[INSTRUCTIONS] --> DELIMITERS1[DELIMITERS]
    INSTRUCTIONS --> CONTROL_BLOCK1[<control_block>]
    INSTRUCTIONS --> STRING1[<string>]
    INSTRUCTIONS --> SCREEN1[SCREEN]
    INSTRUCTIONS --> PANEL1[PANEL]
    INSTRUCTIONS --> COMPOSITES1[COMPOSITES]
    INSTRUCTIONS --> IDENTIFIER1[identifier]
    INSTRUCTIONS --> MASTER1[MASTER]
    INSTRUCTIONS --> OF1[OF]
    INSTRUCTIONS --> IDENTIFIER2[identifier]
    INSTRUCTIONS --> SEMI1[;]

    SCREEN1 --> RECORD[RECORD]
    RECORD --> IDENTIFIER_A[identifier]
    IDENTIFIER_A --> IDENTIFIER_B[identifier]
    IDENTIFIER_B --> LBRACKET[ ]
    LBRACKET --> NUMBER_VALUE1[NUMBER_VALUE]
    NUMBER_VALUE1 --> RBRACKET[ ]
    RBRACKET --> LPAREN1[( )]
    LPAREN1 --> SREC_FIELD_LIST[<srec_field_list>]
    SREC_FIELD_LIST --> RPAREN1[( )]
    RPAREN1 --> AS1[AS]
    AS1 --> LISTBOX1[LISTBOX]
    LISTBOX1 --> SEMI1

    PANEL1 --> LPAREN2[( )]
    LPAREN2 --> NUMBER_VALUE2[NUMBER_VALUE]
    NUMBER_VALUE2 --> COMMA1[, ]
    COMMA1 --> NUMBER_VALUE3[NUMBER_VALUE]
    NUMBER_VALUE3 --> RPAREN2[( )]
    RPAREN2 --> TO1[TO]
    TO1 --> LPAREN3[( )]
    LPAREN3 --> NUMBER_VALUE4[NUMBER_VALUE]
    NUMBER_VALUE4 --> COMMA2[, ]
    COMMA2 --> NUMBER_VALUE5[NUMBER_VALUE]
    NUMBER_VALUE5 --> RPAREN3[( )]

    COMPOSITES1 --> LT1[<]
    LT1 --> IDENTIFIER_C[identifier]
    IDENTIFIER_C --> DOT1[.]
    DOT1 --> IDENTIFIER_D[identifier]
    IDENTIFIER_D --> GT1[>]
    IDENTIFIER_C --> IDENTIFIER_E[identifier]
    IDENTIFIER_E --> GT1
    GT1 --> STAR[*]
    STAR --> LT2[<]
    LT2 --> IDENTIFIER_F[identifier]
    IDENTIFIER_F --> DOT2[.]
    DOT2 --> IDENTIFIER_G[identifier]
    IDENTIFIER_G --> GT2[>]
    IDENTIFIER_F --> IDENTIFIER_H[identifier]
    IDENTIFIER_H --> GT2

    IDENTIFIER1 --> MASTER1
    MASTER1 --> OF1
    OF1 --> IDENTIFIER2
    IDENTIFIER2 --> SEMI1

    DELIMITERS1 --> SEMI1
    CONTROL_BLOCK1 --> SEMI1
    STRING1 --> SEMI1

    SEMI1 --> END[END]

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