

A2. LL(1) Parse Table for Simple-Scala Language

Productions		FIRST ₁	FOLLOW ₁	LOOK AHEAD ₁
<Scala>	1	Package import E FIRST ₁ (<modifier>)	E	FIRST ₁ (<scala>)
<packages>	2	Package	import E	Package
	3	E	FIRST ₁ (<modifier>)	FOLLOW ₁ (<packages>)
<imports>	4	import	FIRST ₁ (<modifier>)	import
	5	E	E	FOLLOW ₁ (<imports>)
<Scala-body>	6	FIRST ₁ (<modifier>)	E	FIRST ₁ (<modifier>)
	7	E	E	E
<Subbody>	8	FIRST ₁ (<modifier>)	FIRST ₁ (<modifier>) E	FIRST ₁ (<modifier>)
	9	abstract		abstract
	10	final		final
<modifier>	11	sealed	class object	sealed
	12	private		private
	13	protected		protected
<Subbody-tail>	14	class object	FIRST ₁ (<modifier>) E	class object
<tail-type>	15	class		class
	16	object	{	object
<block>	17	{	FIRST ₁ (<modifier>) E ;	{
<stmts>	18	FIRST ₁ (<stmt>)		FIRST ₁ (<stmt>)
	19	E	}	}
	20	val def		val def
	21	[id]		[id]
	22	if		if
	23	while		while
<stmt>	24	case	;	case
	25	in		in
	26	print		print
	27	return		return
	28	{		{
	29	val	;	val
	30	def		def