```
<program> \Rightarrow <function>
<function> ⇒ <typename> <identifier> ( <argument-list> ) <block>
<argument-list> ⇒ <argument-list> , <argument>
\langle argument-list \rangle \Rightarrow \varepsilon
<argument> ⇒ <typename> <identifier>
\langle argument \rangle \Rightarrow \langle void \rangle
<statement-list> ⇒ <statement-list> <statement>
\langle \text{statement-list} \rangle \Rightarrow \varepsilon
<statement> ⇒ <expression>;
<statement> ⇒ <typename> <variable-list>;
\langle statement \rangle \Rightarrow \langle if\text{-statement} \rangle
<statement> ⇒ <while-statement>
<while-statement> ⇒ while ( <expression> ) <block>
<if-statement> ⇒ if ( <expression> ) <block>
<block> \Rightarrow <statement>
<block> \Rightarrow \{ <statement-list> \}
<variable-list> ⇒ <identifier>
<variable-list> ⇒ <variable-list> , <identifier>
<expression> \Rightarrow <term>
\langle expression \rangle \Rightarrow (\langle expression \rangle)
<expression> ⇒ <expression> <operator> <term>
<typename> ⇒ <int>
<typename> ⇒ <double>
<operator> \Rightarrow +
\langle operator \rangle \Rightarrow -
<operator> \Rightarrow *
\langle operator \rangle \Rightarrow /
\langle operator \rangle \Rightarrow =
\langle operator \rangle \Rightarrow ==
\langle operator \rangle \Rightarrow \rangle
<operator> \Rightarrow <
<term> \Rightarrow <integer>
<term> \Rightarrow <real>
\langle \text{term} \rangle \Rightarrow \langle \text{identifier} \rangle
```