

# FloaJay

<i>Type</i>	$\rightarrow$	int   boolean   <u>float</u>
<i>Term</i>	$\rightarrow$	<u>Cast</u> { <i>MulOp</i> <u>Cast</u> } *
<i>MulOp</i>	$\rightarrow$	'*'   /
<i>Cast</i>	$\rightarrow$	( <i>Type</i> ) Negation

# FunJay

<i>Program</i>	→	public class ID '{' <u>GlobalDeclarations</u> public static void main ( String[] args ) '{' <u>Declarations Statements</u> '}' <u>Procedures</u> '}'
<u>GlobalDeclarations</u>	→	<u>GlobalDeclaration</u> *
<u>GlobalDeclaration</u>	→	static Type Identifiers ;
<u>Declarations</u>	→	<u>Declartion</u> *
<u>Declaration</u>	→	Type Identifiers ;
<u>Type</u>	→	int   boolean
<u>Identifiers</u>	→	ID { , ID } *
<u>Statements</u>	→	<u>Statement</u> *
<u>Statement</u>	→	;   <u>Block</u>   <u>Assignment</u>   <u>IfStatement</u>   <u>WhileStatement</u>   <u>PrintStatement</u>   <u>CallStatement</u>   <u>ReturnStatement</u>
<u>Block</u>	→	'{' <u>Declarations Statements</u> '}'
<u>Assignment</u>	→	ID = Expression ;

# FunJay

<u>IfStatement</u>	→	<i>if ( Expression ) Statement { else Statement }</i>
<u>WhileStatement</u>	→	<i>while ( Expression ) Statement</i>
<u>PrintStatement</u>	→	<i>System.out.println ( Expression ) ;</i>
<u>CallStatement</u>	→	<i>Identifier ( ActParams? ) ;</i>
<u>ActParams</u>	→	<u><i>Expression { , Expression } *</i></u>
<u>ReturnStatement</u>	→	<i>return Expression? ;</i>
<u>Expression</u>	→	<i>Conjunction {    Conjunction }*</i>
<u>Conjunction</u>	→	<i>Relation { &amp;&amp; Relation }*</i>
<u>Relation</u>	→	<i>Addition { RelOp Addition }?</i>
<u>RelOp</u>	→	<i>&lt;   &lt;=   &gt;   &gt;=   ==   !=</i>
<u>Addition</u>	→	<i>Term { AddOp Term } *</i>
<u>AddOp</u>	→	<i>+   -</i>
<u>Term</u>	→	<i>Negation { MulOp Negation } *</i>
<u>MulOp</u>	→	<i>'*'   /</i>
<u>Negation</u>	→	<i>NegOp? Factor</i>
<u>NegOp</u>	→	<i>!   -</i>
<u>Factor</u>	→	<i>ID   LITERAL   ( Expression )   Call</i>

# FunJay

<u>Call</u>	→	<u>Identifier ( ActParams ? )</u>
<u>Procedures</u>	→	<u>Procedure *</u>
<u>Procedure</u>	→	<u>static Return Type ID ( FormParams? )</u> <u>{' Declarations Statements '}</u>
<u>Return Type</u>	→	<u>Type   void</u>
<u>FormParams</u>	→	<u>FormParam { , FormParam } *</u>
<u>FormParam</u>	→	<u>Type ID</u>