

FunctionDefinition = *FunctionHeading Block*

FunctionHeading = *type name ()*
or *type name (type name)*
or *type name (type name , type name)*
or *type name (type name , type name , type name)*
etc.

Types: **int double string void bool**

Block = { }
or { *statement* }
or { *statement statement* }
or { *statement statement statement* }
etc.

Statement = *FunctionCalls*
or *Conditional*
or *Block*
or *DoNothing*

DoNothing = ;

Conditional = **if** (*value*) *statement*
or **if** (*value*) *statement* **else** *statement*

FunctionCalls = *name () ;*
or *name (value) ;*
or *name (value , value) ;*
or *name (value , value , value) ;*
etc.

name : must begin with a letter
may only contain letters, digits, and underlines
capital and lower-case both allowed, but are different

value = NumericConstant
StringConstant -- anything between " and "
BoolConstant -- **true** or **false**
(*value*)
value operator value
operator value
FunctionCall_E

FunctionCall_E = *name ()*
or *name (value)*
or *name (value , value)*
or *name (value , value , value)*
etc.

operators: + * - / % == <= >= != < > && || !