

A LR(1) parse table for the grammar:

1. Exp ::= Exp “+” Exp1
2. Exp ::= Exp1
3. Exp1 ::= Exp1 “*” Integer
4. Exp1 ::= Integer

	+	*	Int	\$
0. (start)	rej	rej	s, g1	rej
1. Int	r4, g2	r4, g2	rej	r4, g2
2. Exp1	r2, g5	s, g3	-	r2, g5
3. Exp1 *	rej	rej	s, g4	rej
4. Exp1 * Int	r3, g2	r3, g2	rej	r3, g2
5. Exp	s, g6	-	-	acc
6. Exp +	rej	rej	s, g7	rej
7. Exp + Int	r4, g8	r4, g8	rej	r4, g8
8. Exp + Exp1	r1, g5	s, g9	-	r1, g5
9. Exp + Exp1 *	rej	rej	s, g10	rej
10. Exp + Exp1 * Int	r3, g8	r3, g8	rej	r3, g8

r - reduce, s - shift, g - goto, rej - reject, acc - accept