

```
#include <stdio.h>

int c;

void S();
void A();
void B();

int main()
{
    c=getchar();
    try{
        S();
        if (c=='\n') printf("Syntax checked\n");
        else throw c;
    }
    catch(int ch) {printf("Unexpected lexeme %c \n", ch);}
    return 0;
}

void S(){
    A();
    B();
    if (c=='d') c=getchar(); else throw c;
}

void A(){
    if (c=='a') c=getchar();
    else
        if (c=='c') {
            c=getchar();
            A();
        }
    else throw c;
}

void B(){
    if (c=='b') c=getchar();
    else throw c;
}
```