## Type check

Assignment 2

文件入口:对整棵AST进行扫描,检查其中类型不一致的地方。

```
116
      void check_Prog(std::ostream& out, aA_program p)
118
          for (auto ele : p->programElements)
120
              if(ele->kind == A programVarDeclStmtKind){
121
                  check VarDecl(out, ele->u.varDeclStmt);
122
               }else if (ele->kind == A programStructDefKind){
123
124
                  check StructDef(out, ele->u.structDef);
126
          for (auto ele : p->programElements){
128
129
              if(ele->kind == A programFnDeclStmtKind){
                  check FnDeclStmt(out, ele->u.fnDeclStmt);
              else if (ele->kind == A programFnDefKind){
                  check FnDecl(out, ele->u.fnDef->fnDecl);
          for (auto ele : p->programElements){
              if(ele->kind == A programFnDefKind){
                  check FnDef(out, ele->u.fnDef);
              else if (ele->kind == A programNullStmtKind){
          out << "Typecheck passed!" << std::endl;</pre>
          return;
```

数据结构:记录扫描过的代码里,有哪些 token 及它们的类型。

```
// token id to token type, including function name to return type
typedef struct tc_type_* tc_type;
typedef std::unordered_map<string, tc_type> typeMap;

// func name to params
typedef std::unordered_map<string, vector<aA_varDecl>*> paramMemberMap;
```

```
//global tabels
//typeMap func2retType; // function name to return type

// global token ids to type
typeMap g_token2Type;

// local token ids to type, since func param can override global param
typeMap funcparam_token2Type;
vector<typeMap*> local_token2Type;

paramMemberMap func2Param;
paramMemberMap struct2Members;
```

print\_token\_map: 打印 token map。也许可以帮助你进行 debug

```
void print_token_map(typeMap* map){
          for(auto it = map->begin(); it != map->end(); it++){
              std::cout << it->first << " : ";
              switch (it->second->type->type)
              case A dataType::A nativeTypeKind:
                  switch (it->second->type->u.nativeType)
32
                  case A nativeType::A intTypeKind:
                      std::cout << "int";</pre>
                      break;
                  default:
                       break;
                  break;
              case A_dataType::A_structTypeKind:
                  std::cout << *(it->second->type->u.structType);
                  break;
              default:
                  break;
              switch(it->second->isVarArrFunc){
                  case 0:
                      std::cout << " scalar";</pre>
                       break;
                  case 1:
                      std::cout << " array";</pre>
                      break;
                  case 2:
                      std::cout << " function";</pre>
                      break;
              std::cout << std::endl;</pre>
     void print token maps(){
          std::cout << "global token2Type:" << std::endl;</pre>
          print_token_map(&g_token2Type);
          std::cout << "local token2Type:" << std::endl;</pre>
          print token map(&funcparam token2Type);
```

类型检查规则: 在 markdown 文件里详述。

```
void print_token_map(typeMap* map){
          for(auto it = map->begin(); it != map->end(); it++){
              std::cout << it->first << " : ";
              switch (it->second->type->type)
              case A dataType::A nativeTypeKind:
                  switch (it->second->type->u.nativeType)
32
                  case A_nativeType::A_intTypeKind:
                      std::cout << "int";</pre>
                      break;
                  default:
                      break;
                  break;
              case A_dataType::A_structTypeKind:
                  std::cout << *(it->second->type->u.structType);
                  break;
              default:
                  break;
              switch(it->second->isVarArrFunc){
                  case 0:
                      std::cout << " scalar";</pre>
                      break;
                  case 1:
                      std::cout << " array";</pre>
                      break;
                  case 2:
                      std::cout << " function";</pre>
                      break;
              std::cout << std::endl;</pre>
     void print token maps(){
          std::cout << "global token2Type:" << std::endl;</pre>
          print_token_map(&g_token2Type);
          std::cout << "local token2Type:" << std::endl;</pre>
          print_token_map(&funcparam_token2Type);
```

## 一个示例实现:

```
void check_FnDecl(std::ostream& out, aA_fnDecl fd)
287
          // if already declared, should match
293
          if (func2Param.find(name) != func2Param.end()){
294
295
              // is function ret val matches
              if(!comp_aA_type(get_token_type(name)->type, fd->type))
296
                  error_print(out, fd->pos, "The function return type doesn't match the
297
                  declaration!");
              // is function params matches decl
298
              if(func2Param[name]->size() != fd->paramDecl->varDecls.size())
299
300
                  error_print(out, fd->pos, "The function param list doesn't match the
                  declaration!");
              for (int i = 0; i<func2Param[name]->size(); i++){
301
                  if(!comp_aA_type(func2Param[name]->at(i)->u.declScalar->type,
302
                  fd->paramDecl->varDecls[i]->u.declScalar->type))
                      error_print(out, fd->pos, "The function param type doesn't match the
303
                      declaration!");
304
305
           }else{
```