



# Compilers Phase III

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## Overview

This phase of the assignment aims to practice techniques of constructing semantics rules to generate intermediate code , Where the generated bytecode must follow Standard bytecode instructions defined in Java Virtual Machine Specification .

## Specifications

- 1-Write the semantics rules of the context free grammar described in the problem statement of phase 2 . Use tools like bison to convert a context - free grammar and semantics rules into a parse tree .
- 2 - The semantics rules are used to output a byte code that follows the standard java bytecode instructions.
- 3-Generated bytecode can be tested using any of the Java Bytecode tools.

## Data Structures Used :

- Symbol Table : A symbol table for storing variable names and respective locations .
- vector<int>: This data structure is widely used in creating **true\_list**, **false\_list** and **next\_list** that are responsible of tracking the flow of the parser to be able to insert missing labels in the code. That is to implement backpatching

## Algorithms and Techniques :

- We have chosen to implement our parser in backpatching mode to be able to generate the java byte code in just a single pass ( where a 2 pass generator will be considered a great overhead for our simple compiler )

In order to use this technique we have to implement 3 main functions

- make\_list
- merge
- back\_patch

These functions are responsible for guaranteeing a single pass parser

We have also implemented two helper productions: **Marker** and **Next\_Marker** that helped us in identifying the actual values of the PC that we should fill the missing go to with

## Comments about Used Tools :

- Flex : Flex uses C++ as opposed to the C only nature of lex and it can take its data type definitions from a file generated by Bison which is the \*.tab.h .
- YACC
  - It has the same structure of LEX
  - We defined the required semantic rules in this file

## Explanation of Functions :

- Make\_list
  - It is used to create a list of the locations where it should be filled later with the appropriate data
  - It's commonly used during the initialization of the true\_list, false\_list and next\_list
- Merge
  - It is used to get the UNION of 2 lists
- Back\_patch
  - It's used to fill the back the GO TO instructions ( or any other instruction that need an address ) with the appropriate address

## Assumptions and Final Thoughts :

### Assumptions :

1- The input is assumed to be one file at a time and not a stream of back to back files .

1- Using FOR loop is subject to the following format

FOR ( DECLARATION BOOLEAN\_EXPRESSION ; DECLARATION )

where the DECLARATION should end with a semicolon

EX: for ( i = 0; i < 5; i = i + 1;)