# 1 Recursive Descent – LL(1) Grammar

The grammar given on INGInious needs to be modified in order to not be left-recursive. The following presents an equivalent grammar which is LL(1) (its first-sets and follow-sets, as well as the parsing table are given in the code file):

```
\begin{split} \mathbf{E} & ::= \mathbf{T}\mathbf{E}' \\ \mathbf{E}' & ::= \mathbf{or} \ \mathbf{T}\mathbf{E}' \mid \varepsilon \\ \\ \mathbf{T} & ::= \mathbf{F}\mathbf{T}' \\ \\ \mathbf{T}' & ::= \mathbf{and} \ \mathbf{F}\mathbf{T}' \mid \varepsilon \\ \\ \mathbf{F} & ::= \mathbf{not} \ \mathbf{F} \mid (\mathbf{E}) \mid \mathbf{id} \end{split}
```

# 2 Programming directly in Java bytecode

Using CLEmitter, it is quite simple to create a "hand-written" class file. In order to specify the output directory for the generated file, one can use the destinationDir method. A CLEmitter uses an ArrayList to store the various instructions that are needed. Similarly to how this was done in the provided examples of CLEmitter usage on the lecture slides and in the tests/clemitter folder, the class is created using the addClass method, and an implicit no-arg constructor is added. For the gcd method, ClassToGenerate mainly uses iload\_0, iload\_1 (to load the first and second arguments, resp.), istore\_0, istore\_1 (to (over)write the first and second arguments, resp.), as well as the isub command to subtract two numbers. These are all called using CLEmitters's addNoArgInstruction method.

In order to implement the various control structures (the while loop and if block), CLEmitter has an addBranchInstruction method, which takes a first argument with the branch instruction to execute (goto or if\_icmple), and a second argument with the name of the label to which one needs to branch. Labels can be specified using CLEmitter's addLabel instruction, which takes a String as argument.

To test the correctness of the **Generator** class, one can use the Fernflower (or any other) decompiler, which translates a compiled class file into a regular java file. This output can then be compared with the original java file.

# 3 Lexical Analysis

#### 3.1 Hand-written compiler

In the Scanner, skipping over block comments is done by first detecting the start of a block comment in the getNextToken method. Once this has been detected, one enters a while loop which exits as soon as the end of the block comment has been detected.

### 3.2 JavaCC compiler

Using JavaCC and lexical states, a neat solution is the following:

```
\label{eq:more: problem} $$ MORE: {"/*": IN_BLOCK_COMMENT} < IN_BLOCK_COMMENT > MORE: {< <math>\sim[] >} < IN_BLOCK_COMMENT > SKIP: {"*/": DEFAULT}
```

It works as follows: when the start of a block comment is matched in the DEFAULT state, it is skipped and the state is swtiched to IN\_BLOCK\_COMMENT. Any other character seen in this new state is skipped, unless the JavaCC sees the end of a block comment, in which case this is skipped and the state is switched back to DEFAULT.