

ΕΛΠ 323:

# Θεωρία και Πρακτική Μεταγλωττιστών

## Lab 4: Preprocessor Example

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Εαρινό Εξάμηνο 2017

# Λειτουργεί του Προεπεξεργαστή (Preprocessor)

```
void main(void){
```

```
#ifdef DEBUG
```

```
printf("Hello World from within Debugging Mode DEBUG");
```

```
#endif
```

```
printf("Hello World !!!");
```

```
#ifdef EPL323
```

```
printf("Hello World from within Debugging Mode EPL323");
```

```
#endif
```

```
}
```

```
./compiler.out -DEPL323 < sample.c
```



# Preprocessor 1/3

*/\* scanner for a simple -Dxxx Preprocessor  
sample.c*

```
void main(void){  
    #ifdef DEBUG  
        printf("Hello World from within Debugging Mode DEBUG");  
    #endif  
    printf("Hello World !!!");  
    #ifdef EPL323  
        printf("Hello World from within Debugging Mode EPL323");  
    #endif  
}
```

*\$ flex preprocessor.fl*

*\$ gcc lex.yy.c -lfl -o compiler.out*

*\$ ./compiler.out -DEPL323 < sample.c*

```
void main(void){  
    printf("Hello World !!!");  
    printf("Hello World from within Debugging Mode EPL323");  
}
```

*\$ ./compiler.out -DDEBUG < sample.c*

```
void main(void){  
    printf("Hello World from within Debugging Mode DEBUG");  
    printf("Hello World !!!");  
}
```

*\$ ./compiler.out < sample.c*

```
void main(void){  
    printf("Hello World !!!");  
}
```

*\$ ./compiler.out -DPETROS < sample.c*

```
void main(void){  
    printf("Hello World !!!");  
}
```

# Preprocessor 2/3

```
%{  
#include <string.h>
```

```
int debugModeSet = 0, debugRegion = 0;  
char ifdefWord[100];  
%}
```

```
WHITESPACE [ \t\n\r]+  
ID [a-zA-Z0-9]+  
%%
```

```
"#ifdef" {ID}{WHITESPACE} {
```

```
    debugRegion = 1;  
    yytext[7+strlen(ifdefWord)] = '\0';  
    if (strcmp(ifdefWord, yytext+7) == 0 && debugModeSet){  
        debugRegion = 0;  
    }
```

```
"#endif" {WHITESPACE} {  
    debugRegion = 0;  
    {WHITESPACE} {  
        if (!debugRegion) ECHO;  
        if (!debugRegion) ECHO;  
    }  
    %%
```

Space or tab Character

1 Space Character ONLY  
7 characters in total



# Preprocessor 3/3

```
main( argc, argv )
int argc;
char**argv;
{
    --argc; /* skip over program name */
    if ( argc > 0 ){
        if (argv[1][0] == '-' && argv[1][1] == 'D'){
            debugModeSet = 1;
            debugRegion = 0;
            strcpy(ifdefWord,argv[1]+2);
        }
        yylex();
    }
}
```

# Βελτιώσεις στην Υλοποίηση του Preprocessor



# Preprocessor 2/3 (Keeps the same line number as orig. Source Code Ver.2)

```
%{  
#include <string.h>
```

```
int debugModeSet = 0, debugRegion = 0;  
char ifdefWord[100];  
%}
```

**WHITESPACE [ \t\r]+**

**ID [a-zA-Z0-9]+**

**%%**

```
"#ifdef" {ID} { debugRegion = 1;  
//yytext[7+strlen(ifdefWord)] = '\0';  
if (strcmp(ifdefWord, yytext+7) == 0 && debugModeSet){  
debugRegion = 0;  
}
```

```
}  
"#endif" { debugRegion = 0;}  
{WHITESPACE} { if (!debugRegion) ECHO;}  
"\\n" { ECHO;  
if (!debugRegion) ECHO;}  
.  
%%
```

1 Space Character ONLY  
7 characters in total

## Preprocessor 2/3 with any number of WhiteSpaces after #ifdef

```
%{  
#include <string.h>
```

```
int debugModeSet = 0, debugRegion = 0;  
char ifdefWord[100];  
%}
```

```
WHITESPACE [ \t\r]*  
ID [a-zA-Z0-9]+  
%%
```

```
"#ifdef" {debugRegion = 1;}  
{ID}{WHITESPACE}[\n] { if(debugRegion){  
                        yytext[strlen(ifdefWord)] = '\0';  
                        if (strcmp(ifdefWord, yytext) == 0 && debugModeSet){  
                            debugRegion = 0;}  
                        } else if (!debugRegion) ECHO;  
                        }  
"endif" {WHITESPACE}[\n] {debugRegion = 0;}  
{WHITESPACE} {if (!debugRegion) ECHO;}  
[\n] {if (!debugRegion) ECHO;}  
.  
%% {if (!debugRegion) ECHO;}
```



# Ασκηση

Αλλάξτε τον Preprocessor για να δέχεται 2 ή και περισσότερες παραμέτρους και την μεταγλώττιση του.

Π.χ. **`$ ./compiler.out-DEPL323-DDEBUG < sample.c`**