```
record { int tag; float x; float y } q;
解: SDT
                    (top= new Eunl); off set =0; }
          D
  D-) Tidi
                    { top. put (id. lexeme, T. type, offset);
                      offset t= T. width }
        DI
  0-0
                    { T. type = integer; T. width = 4;}
  T-) int
                    { T. toppe=float; T. width = 8;}
   T-) float
   T-) reard
                    { Evn. push (top), top = new Enul);
                     6tach.push (offset), offset=0;}
          D '3'
                    { T. type = record(top); T. width = offset;
                     top = Env. top (); offset = Stock. 7007 ();}
               id
                                          offset
                             type
line
                                                         Evn
                             float
                            float
                                                          2
                                             0
 2
                カ
                            float
                                                          2
 2
                            record
  2
```

6.3.1:确定下列声明序列中各个标识符的类型和相对地址

float x;

record { float x; float y } p;

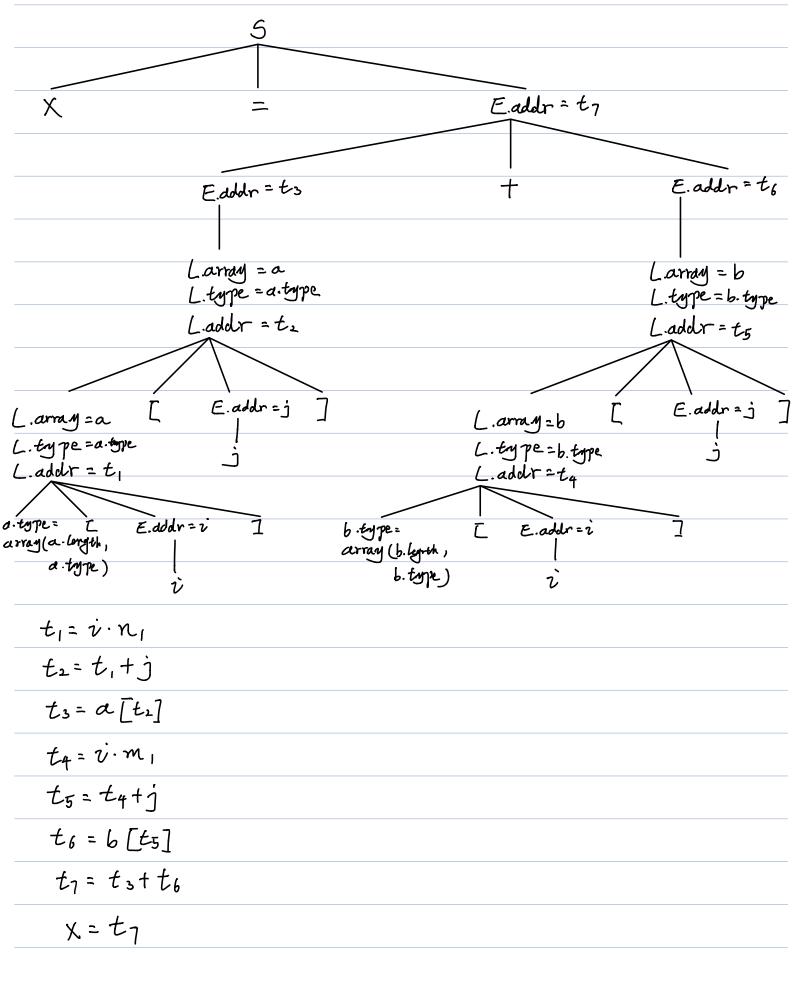
| 3 | tag | int | 0 | 3 |
|---|-----|----------|----|---|
| 3 | ゟ | float | 4 | 3 |
| 3 | Y | float | 12 | 3 |
| 3 | 2 | record() | 24 | |

6.4.3: 使用图6-22的翻译方案翻译下列赋值语句

- 1) x = a[i] + b[j]
- 2) x = a[i][j] + b[i][j]

```
1) X= a[i] + b[j]
S \rightarrow id = E; { gen(top.get(id.lexeme)'='E.addr); }
   | L = E ; { gen(L.array.base'['L.addr']''='E.addr); }
E \rightarrow E_1 + E_2 \quad \{ E.addr = new Temp(); \}
                gen(E.addr'='E_1.addr'+'E_2.addr); }
   id
              \{ E.addr = top.get(id.lexeme); \}
                                                                                                     E.addr=ts
   L
              \{ E.addr = new Temp(); 
                                                        X
                gen(E.addr'=' L.array.base'[' L.addr']'); }
L \rightarrow id [E] \{L.array = top.get(id.lexeme);
                L.type = L.array.type.elem;
                                                                                                                    E.addr=t4
                                                                       E.addr=t2
                L.addr = new Temp();
                gen(L.addr'=' E.addr'*' L.type.width); }
   [L_1 \ [E] \ ] \ \{L.array = L_1.array;
                L.type = L_1.type.elem;
                t = \mathbf{new} \ Temp();
                                                                                                             L.array = b
                                                                      L.array=a
                L.addr = new Temp();
                gen(t'='E.addr'*'L.type.width);
                                                                                                              _ type = b.type
                                                                      L. type = a.type
                gen(L.addr'=' L1.addr'+' t); }
                                                                      L.addr = t,
                                                                                                             L.addr=tz
          图 6-22 处理数组引用的语义动作
                                        array (a. legth, a. topie) [ E. addr=j
                                                                                                                [ Eadlr=1
                                                                                               b. typie =
                                                                                               array (b. legth,
```

2) X=a[i][j]+b[i][j]



6.5.1: 假定图6-26中的函数widen可以处理图6-26a的层次结构中的所有类型,翻译下列表达式。假定c和d是字符型,s和t是短整型,i和i是整型,x是浮点型

1)
$$x = s + c$$

2)
$$i = s + c$$

3)
$$x = (s + c)^* (t + d)$$