



## CAIRO UNIVERSITY

FACULTY OF ENGINEERING

DEPARTMENT OF COMPUTER ENGINEERING

LANGUAGES AND COMPILERS

# Project Phase 2 Team 4

Remonda Talaat Eskarous

SEC:1, BN:19

Mohamed Shawky Zaky

SEC:2, BN:15

Mohamed Ahmed Mohamed Ahmed

SEC:2, BN:10

Ahmed Mohamed Zakaria

SEC:1, BN:3

## 1 Project Overview

In this project, a simple C/C++ compiler is built using basic constructs. Lex, Yacc, C and C++ are used to build the product. Our tool takes a code file as an input, parses it and outputs the corresponding assembly code, a list of syntax and semantic errors and the corresponding symbol table. Moreover, our tool is developed and tested on *Ubuntu*.

## 2 Utilized Tools and Technologies

• Lexer: Flex

• Parser: Bison

• Compilation and symbol table : C/C++

• GUI: Python, PyQT5

### 3 Bonus Features

We implemented the following feature as bonus :

• Nested scopes and block structures (with semantic errors check).

## 4 Submission Videos

Detailed submission videos can be found here [link]. This drive folder contains:

- A detailed video for building the project and showing the results of the provided test cases.
- Videos of each team member explaining his/her role.

## 5 List of Tokens

Token	Description
IF / ELSE	keywords of if/else statements
WHILE / DO / FOR	keywords of loops statements
BREAK	breaking out of a loop
SWITCH / CASE / DEFAULT	keywords for switch statements
RETURN	return from functions
INT_TYPE / FLOAT_TYPE /	data types tokens
STRING_TYPE / CHAR_TYPE /	
BOOLEAN_TYPE	
CONST	constant token
VOID	no return type token for functions
EQEQ	==
NOTEQ	!=
G	>
L	<
GE	>=
LE	<=
AND	&&
OR	
NOT	!
ASSIGNMENT	=
PLUS	+
MINUS	-
MUL	*
DIV	/
MOD	%
BOOLEAN_TRUE	true boolean value
BOOLEAN_FALSE	false boolean value
VARIABLE	identifier name token
STRING	string value token
CHAR	character value token
INTEGER	integer value token
FLOAT	float value token

## List of Language Production Rules • type: - INT\_TYPE - FLOAT\_TYPE - CHAR\_TYPE - BOOLEAN\_TYPE - STRING\_TYPE • stmt: - expr ';' - type VARIABLE ';' - type VARIABLE ASSIGNMENT expr ';' - CONST type VARIABLE ASSIGNMENT expr ';' - VARIABLE ASSIGNMENT expr ';' - WHILE '(' expr ')' stmt - DO stmt WHILE '(' expr ')' - FOR '(' VARIABLE ASSIGNMENT expr ';' expr ';' VARIABLE ASSIGN-MENT expr')' stmt - IF '(' expr ')' stmt %prec IFX - IF '(' expr ')' stmt ELSE stmt - SWITCH '(' VARIABLE ')' '{' case\_list case\_default '}' - BREAK ';' - type VARIABLE func\_list '{' func\_stmt\_list '}' - VOID VARIABLE func\_list '{' stmt\_list '}' - VOID VARIABLE func\_list '{' '}' - '{' stmt\_list '}' - '{', '}' • stmt\_list: - stmt

- stmt\_list stmt
- case\_list:
  - case\_list CASE INTEGER ':' stmt\_list
  - case\_list CASE CHAR ':' stmt\_list
  - case\_list CASE STRING ':' stmt\_list
  - case\_list CASE BOOLEAN\_FALSE ':' stmt\_list

#### - case\_list CASE BOOLEAN\_TRUE ':' stmt\_list

#### • case\_default :

- DEFAULT ':' stmt\_list

#### • expr:

- INTEGER
- FLOAT
- CHAR
- STRING
- BOOLEAN\_TRUE
- BOOLEAN\_FALSE
- VARIABLE
- MINUS expr %prec UMINUS
- NOT expr
- expr PLUS expr
- expr MINUS expr
- expr MUL expr
- expr DIV expr
- expr MOD expr
- expr L expr
- expr G expr
- expr GE expr
- expr LE expr
- expr NOTEQ expr
- expr EQEQ expr
- expr AND expr
- expr OR expr
- VARIABLE call\_list
- '(' expr ')'

#### • func\_stmt\_list:

- RETURN expr ';'
- stmt func\_stmt\_list

#### • func\_var\_list :

- type VARIABLE
- type VARIABLE ',' func\_var\_list

- $\bullet$  func\_list:
  - $\ \ '('\ \mathrm{func\_var\_list}\ ')'$
  - '(', ')'
- call\_var\_list :
  - expr
  - call\_var\_list ',' expr
- call\_list:
  - '(' call\_var\_list ')'
  - '(', ')'

## 7 List of Quadruples

Quadruple	Description