

Exercise 9 - Implementation of code generation

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Program Code:

gen.l

```
%{
    #include <stdlib.h>
    #include <stdio.h>
    #include "y.tab.h"
    void yyerror(char*);
}%

%%
[ \t]+
[0-9]+ {yylval=atoi(yytext);return NUMBER;}
[a-z]+ {yylval=*yytext-'a'; return ID;}
"::=" {return ASSIGN;}
[-+*/] {return *yytext;}
\n    {return *yytext;}
.      {char message[30];
        sprintf(message,"%s <%s>","Invalid character",yytext);
        yyerror(message);}
%%

int yywrap(void)
{
    return 1;
}
```

gen.y

```
%{
    #include<stdio.h>
    #include<stdlib.h>
    #include<string.h>
    #include "y.tab.h"
    int yylex(void);
    void yyerror(char *);
    char *newTemp(char temp[]);
    char str1[7];
    extern FILE *yyin;
    struct attr {
        char var[3];
        int num;
    };
}
```

```

    };
}%
%token ID NUMBER ASSIGN
%left '+' '-'
%left '*' '/'

%%
program: program line'\n'|line'\n'
line:ID ASSIGN E'+E' {struct attr *n1,*n2,*n;
n = malloc(sizeof(struct attr));
n1 = malloc(sizeof(struct attr));
n2 = malloc(sizeof(struct attr));
n->var[0] = $1+97;
n->var[1] = '\0';
n1 = $3;
n2 = $5;
char temp[7];
newTemp(temp);
strcpy(str1, temp);
if(strcmp(n1->var,"")==0 && (strcmp(n2->var,"")!=0)){
printf("MOV %s, #%-d\n",temp,n1->num);
printf("ADD %s, %s\n",temp,n2->var);
    }
    else if(strcmp(n1->var,"")!=0 && strcmp(n2->var,"")==0)    {
        printf("MOV %s, %s\n",temp,n1->var);
        printf("ADD %s, #%-d\n",temp,n2->num);
    }
    else if(strcmp(n1->var,"")==0 && strcmp(n2->var,"")==0)    {
        printf("MOV %s, #%-d\n",temp,n1->num);
        printf("ADD %s, #%-d\n",temp,n2->num);
    }
    else    {
        printf("MOV %s, %s\n",temp,n1->var);
        printf("ADD %s, %s\n",temp,n2->var);
    }
    printf("MOV %s, %s\n",n->var,temp);
    struct attr *result = malloc(sizeof(struct attr));
    strcpy(result->var, temp);
    $$ = result;
}

```

```

|ID ASSIGN E'-E'{struct attr *n1,*n2,*n;
n = malloc(sizeof(struct attr));
n1 = malloc(sizeof(struct attr));
n2 = malloc(sizeof(struct attr));
n->var[0] = $1+97;
n->var[1] = '\0';

```

```

n1 = $3;
n2 = $5;
char temp[7];
newTemp(temp);
strcpy(str1, temp);
if(strcmp(n1->var,"")==0 && (strcmp(n2->var,"")!=0))
{
    printf("MOV %s, #d\n",temp,n1->num);
    printf("SUB %s, %s\n",temp,n2->var);
}
else if(strcmp(n1->var,"")!=0 && strcmp(n2->var,"")==0)
{
    printf("MOV %s, %s\n",temp,n1->var);
    printf("SUB %s, #d\n",temp,n2->num);
}
else if(strcmp(n1->var,"")==0 && strcmp(n2->var,"")==0)
{
    printf("MOV %s, #d\n",temp,n1->num);
    printf("SUB %s, #d\n",temp,n2->num);
}
else {
    printf("MOV %s, %s\n",temp,n1->var);
    printf("SUB %s, %s\n",temp,n2->var);
}
printf("MOV %s, %s\n",n->var,temp);
struct attr *result = malloc(sizeof(struct attr));
strcpy(result->var, temp);
$$ = result;
}
|ID ASSIGN E**E
{struct attr *n1,*n2,*n;
n = malloc(sizeof(struct attr));
n1 = malloc(sizeof(struct attr));
n2 = malloc(sizeof(struct attr));
n->var[0] = $1+97;
n->var[1] = '\0';
n1 = $3;
n2 = $5;
char temp[7];
newTemp(temp);
strcpy(str1, temp);
if(strcmp(n1->var,"")==0 && (strcmp(n2->var,"")!=0))
{
    printf("MOV %s, #d\n",temp,n1->num);
    printf("MUL %s, %s\n",temp,n2->var);
}
else if(strcmp(n1->var,"")!=0 && strcmp(n2->var,"")==0)

```

```

{
printf("MOV %s, %s\n",temp,n1->var);
printf("MUL %s, #%%d\n",temp,n2->num);
}
else if(strcmp(n1->var,"")==0 && strcmp(n2->var,"")==0)
{
printf("MOV %s, #%%d\n",temp,n1->num);
printf("MUL %s, #%%d\n",temp,n2->num);
}
else {
printf("MOV %s, %s\n",temp,n1->var);
printf("MUL %s, %s\n",temp,n2->var);
}
printf("MOV %s, %s\n",n->var,temp);
struct attr *result = malloc(sizeof(struct attr));
strcpy(result->var, temp);
$$ = result;
}
|ID ASSIGN E'/E{struct attr *n1,*n2,*n;
n = malloc(sizeof(struct attr));
n1 = malloc(sizeof(struct attr));
n2 = malloc(sizeof(struct attr));
n->var[0] = $1+97;
n->var[1] = '\0';
n1 = $3;
n2 = $5;
char temp[7];
newTemp(temp);
strcpy(str1, temp);
if(strcmp(n1->var,"")==0 && (strcmp(n2->var,"")!=0))
{
printf("MOV %s, #%%d\n",temp,n1->num);
printf("DIV %s, %s\n",temp,n2->var);
}
else if(strcmp(n1->var,"")!=0 && strcmp(n2->var,"")==0)
{
printf("MOV %s, %s\n",temp,n1->var);
printf("DIV %s, #%%d\n",temp,n2->num);
}
else if(strcmp(n1->var,"")==0 && strcmp(n2->var,"")==0) {
printf("MOV %s, #%%d\n",temp,n1->num);
printf("DIV %s, #%%d\n",temp,n2->num);
}
else {
printf("MOV %s, %s\n",temp,n1->var);
printf("DIV %s, %s\n",temp,n2->var);
}
}

```

```

        printf("MOV %s, %s\n",n->var,temp);
        struct attr *result = malloc(sizeof(struct attr));
        strcpy(result->var, temp);
        $$ = result;
    }

```

```

;
E:ID      {struct attr *n;
           n = malloc(sizeof(struct attr));
           n->var[0] = $1+97;
           n->var[1] = '\0';
           $$ = n;
}

```

```

|NUMBER   {struct attr *n;
           n = malloc(sizeof(struct attr));
           n->num = $1;
           strcpy(n->var,"");
           $$=n;
}

```

```

;
%%

```

```

char *newTemp(char temp[])

```

```

{
    static int count = 0;
    sprintf(temp,"R%d",count);
    count++;
    return temp;
}

```

```

void yyerror(char *s) {
    fprintf(stderr,"%s",s);
    return;
}

```

```

int main()

```

```

{
    FILE *fp;
    printf("Input code : \n");
    fp = fopen("input.txt","r");
    char c = fgetc(fp);
    while(c!=EOF) {
        printf("%c",c);
        c = fgetc(fp);
    }
    printf("\nAssembly code generated: \n");
    fclose(fp);
    fp = fopen("input.txt","r");
    yyin = fp;
}

```

```
    yyparse();  
    fclose(fp);  
    return 0;  
}
```