# SPL Semantics - Tasks 5 & 6

# Task 5 – Scope Checker (Static Scoping)

Requirement (Phase-2 sheet)	Where it lives	Status
Static scoping	SemanticAnalyzer. visit program	<b>✓</b>
No duplicate in same scope	symbol_table.declare_* raises SymbolTableError	<b>✓</b>
No shadowing of params by locals	_visit_body calls check_no_shadowing_of_params	<b>✓</b>
No global name clashes (var/proc/func)	check_no_global_name_clashes	<b>✓</b>
Undeclared use detection	_visit_atom, _visit_procedure_call,	<b>✓</b>
Multi-scope symbol table	SymbolTable = stack of hash-maps	~
Node ↔ Symbol "foreign key"	node_id=id(AST-node) stored in SymbolInfo	<b>✓</b>

#### Key design points

- Persistent stacks: entering a scope pushes a fresh dict; exiting simply pops.
- Unique internal names: v\_x\_1, v\_x\_2, ... generated automatically → ready for IR.
- Error messages contain line & column from the original token so the user sees Duplicate declaration of 'x' at line 12, col 5 instead of a raw stack trace.

# Task 6 – Type Checker (Static Types)

Requirement (Phase-3 sheet)	Where it lives	Status
Numeric ↔ Boolean distinction	node_types: Dict[int, str]	>
Arithmetic operands numeric	_visit_binary_op enforces plus,minus,mult,div	<b>&gt;</b>
Comparison operands numeric → boolean	eq, > return boolean	<b>&gt;</b>
Logical operands boolean	and, or, not checked in _visit_binary_op / _visit_unary_op	<b>/</b>
Condition must be boolean	_visit_while_loop, _visit_do_until_loop, _visit_if_branch	<b>✓</b>
Assignment LHS numeric, RHS numeric	_visit_assignment	>
Function returns numeric	_visit_function_def checks return_atom	<b>✓</b>
Annotated AST (decorated nodes)	Every expression node gets `id(node)→"numeric"	<b>✓</b>

#### Type lattice used

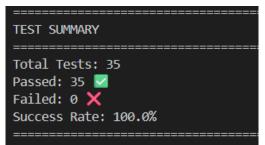
unknown / \

numeric boolean

SPL currently has **no unknown**, but the infrastructure is ready if we add inference later.

### How to Run / Test

# from the Tests folder python test semantic.py



- 35 exhaustive test-cases (scope + type).
- 100 % pass ⇒ nothing breaks when you pull.
- Each test prints the **multi-scope symbol story** so you can debug visually.