Lab 05

CSC2006: Programming Language Theory

- Additional implementation of function-related features of language S (Java)
 - Function-related grammar of language S (EBNF)

- Additional implementation of function-related features of language S (Java)
 - (1) Function parsing and AST implementation

```
Function definition : <function> → fun <type> id( <params> ) <stmt> <params> → <type> id {, <type> id}

Function call : <stmt> → id(<expr> {, <expr>});

Return statement : <stmt> → return <expr>;
```

(2) Function implementation in interpreter

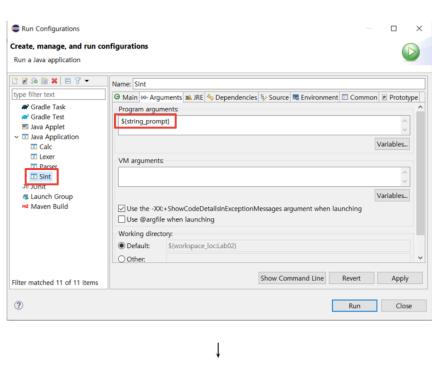
Function definition

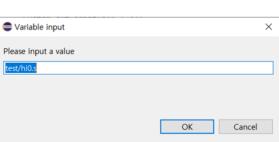
Function call (if there is a return value)

Function return

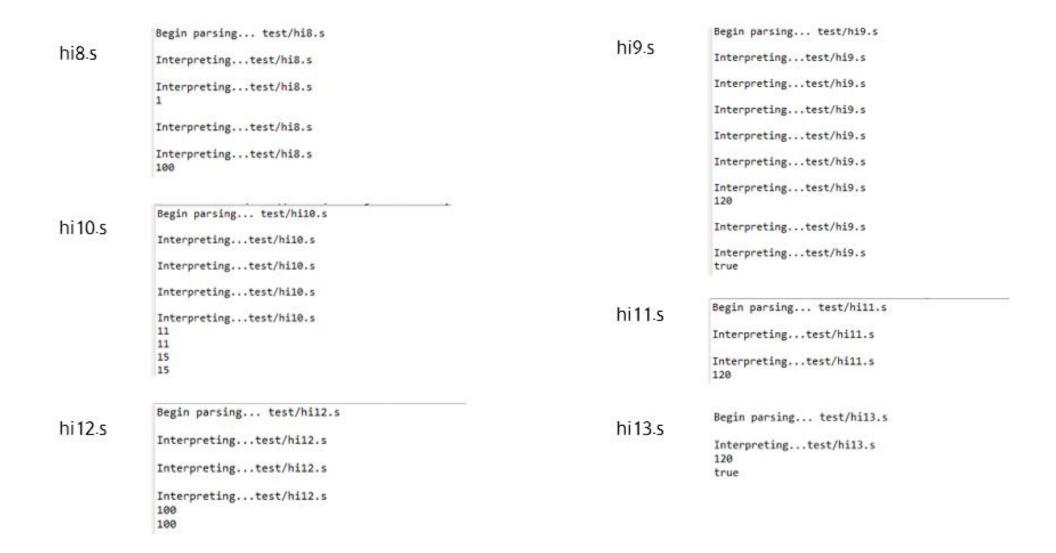
Examples and Results

- ① hi8.s
- 2 hi9.s
- 3 hi 10.s
- 4 hi 11.s
- ⑤ hi 12.s
- @ hi13.s









- Additional implementation of function-related features of language S (Java)
 - Parser.java

Function Definition

```
private Function function() {
    // <function> -> fun <type> id(<params>) <stmt>
    match(Token.FUN);
    Type t = type();
    String str = match(Token.ID);
    funId = str;
    Function f = new Function(str, t);
    match(Token.LPAREN);
    if (token != Token.RPAREN)
        f.params = params();
    match(Token.RPAREN);
    Stmt s = stmt();
    f.stmt = s;
    return f;
```

```
private Decls params() {
    Decls params = new Decls();
    /*
    parse declrations of parameters
    */
    return params;
}
```

- Additional implementation of function-related features of language S (Java)
 - Parser.java

```
Function Call

private Call call(Identifier id) {

// <call> -> id(<expr> {, <expr>});

match(Token.LPAREN);

Call c = new Call(id, arguments());

match(Token.RPAREN);

match(Token.SEMICOLON);

return c;

}

Return Statement

private Return returnStmt() {

// <returnStmt> -> return <expr>;

match(Token.RETURN);

Expr e = expr();

match(Token.SEMICOLON);

return new Return(funId, e);

}
```

- Additional implementation of function-related features of language S (Java)
 - AST.java

Function Definition

```
class Function extends Command {
    // Function = Type type; Identifier id; Decls params; Stmt stmt
    Identifier id;
    Decls params;
    Stmt stmt;

Function(String s, Type t) {
        id = new Identifier(s); type = t; params = null; stmt = null;
    }

public String toString ( ) {
        return id.toString()+params.toString();
    }
}
```

```
class Value extends Expr {
    // Value = int | bool | string | array | function
    protected boolean undef = true;
    Object value = null; // Type type;
    Value(Type t) {
        type = t:
        if (type == Type.INT) value = new Integer(0);
        if (type == Type.BOOL) value = new Boolean(false);
        if (type == Type.STRING) value = "";
        undef = false;
    Value(Object v) {
        if (v instanceof Function) type = Type.FUN;
        value = v; undef = false;
    Function funValue ( ) {
        if (value instanceof Function)
            return (Function) value;
        else return null;
```

- Additional implementation of function-related features of language S (Java)
 - AST.java

Function Call

```
class Call extends Expr {
    Identifier fid;
    Exprs args;

Call(Identifier id, Exprs a) {
    fid = id;
    args = a;
  }
}
```

Return Statement

```
class Return extends Stmt {
    Identifier fid;
    Expr expr;

    Return (String s, Expr e) {
        fid = new Identifier(s);
        expr = e;
    }
}
```

- Additional implementation of function-related features of language S (Java)
 - Sint.java

Function Definition

```
State Eval(Command c, State state) {
if (c instanceof Decl) {
    Decls decls = new Decls();
    decls.add((Decl) c);
    return allocate(decls, state);
}

if (c instanceof Function) {
    Function f = (Function) c;
    state.push(f.id, new Value(f));
    return state;
}
```

- Additional implementation of function-related features of language S (Java)
 - Sint.java

Function Call

```
Calling a function with a return value

Value V(Expr e, State state) {

   if (e instanceof Call)
      return V((Call)e, state);
   throw new IllegalArgumentException("no operation");
}

Calling a function without a return value

State Eval(Stmt s, State state) {
   if (s instanceof Call)
      return Eval((Call)s, state);
   if (s instanceof Return)
      return Eval((Return)s, state);
   throw new IllegalArgumentException("no statement");
}

// value v = stat
   Function f = v
      State s = newF
      s = Eval(f.stm
      v = s.peek().v
      s = deleteFram
      return v;

}

// call without refunction vithout refunction is statement in the state of the state is state.

// call without refunction vithout refunction is statement in the state of the state is state.

// call without refunction is statement in the state of the state is state.

// call without refunction is state in the state of the state is state.

// call without refunction is state in the state is state.

// call without refunction is state in the state is state.

// call without refunction is state.

// call without refunction is state.

// call without refunction is state.

// evaluate call return is state.

/
```

```
// value-returning call
Value V(Call c, State state) {
    Value v = state.get(c.fid);
    Function f = v.funValue();
    State s = newFrame(state, c, f);
    s = Eval(f.stmt, s);
    v = s.peek().val;
    s = deleteFrame(s, c, f);
    return v;
}

// call without return value
State Eval(Call c, State state) {
    // evaluate call without return value
    return null;
}
```

- Additional implementation of function-related features of language S (Java)
 - Sint.java

Frame construction and parameter passing

- 1. Compute argument values
- 2. Allocate memory for formal parameters
- 3. Copy argument values to formal parameters
- 4. Add a return value entry to the frame just above the parameters

Return Statement

```
State Eval(Return r, State state) {
    Value v = V(r.expr, state);
    return state.set(new Identifier("return"), v);
}
```

```
State newFrame (State state, Call c, Function f) {
  if (c.args.size() == 0)
       return state;
  Value val[] = new Value[f.params.size()];
  int i = 0;
  // 인자 값을 계산하여 그 값을 val[]에 저장
  for (Expr e: c.args)
     val[i++] = V(e, state);
  // 현재 상태에 매개변수 기억공간 할당(allocate 사용)
  // 인자의 값을 매개변수에 전달
  // 프레임에 반환 값을 위한 엔트리 추가
  // 상태 반환
  return null;
State deleteFrame (State state, Call c, Function f) {
  // 프레임에서 반환 값 엔트리 제거
  // 프레임에서 매개변수를 위한 기억공간 제거(free 사용)
  return null;
```