

CSE450 Exam Cheat Sheet

Regular Expressions

* Matches the previous element zero or more times.
+ Matches the previous element one or more times.
? Matches the previous element zero or one time.
{n} Matches the previous element exactly n times.
{n,} Matches the previous element at least n times.
{n,m} Matches the previous element at least n times, but no more than m times.
[character_group] Matches any single character in character_group. By default, the match is case-sensitive.
[~character_group] Negation: Matches any single character that is not in character_group. By default, characters in character_group are case-sensitive.
[first-last] Character range: Matches any single character in the range from *first* to *last*.
. Matches any single character in the Unicode general category or named block specified by name.
^ The match must start at the beginning of the string or line.
\$ The match must occur at the end of the string or before \n at the end of the line or string.

Project 5 solution lex

VAL_LITERAL	r'((\d+)(\.\d+)?) (\.\d+)'
CHAR_LITERAL	r'"([^\'] \\n \\t \\\\' \\\\\\\\)'"
STRING_LITERAL	r'"([^\"] \\n \\t \\\\" \\\\\\\\)*"'
ID	r'[a-zA-Z_][a-zA-Z_0-9]*'
ASSIGN_ADD	r'\+='
ASSIGN_MULT	r'*='
COMP_EQU	r'=='
COMP_LTE	r'<='
COMP_LESS	r'<'
BOOL_AND	r'&&'
WHITESPACE	r'[\t]'
newline	r'\n'
ASSIGN_SUB	r'\-='
ASSIGN_DIV	r'/'
COMP_NEQU	r'!='
COMP_GTE	r'>='
COMP_GTR	r'>'
BOOL_OR	r'\\ '
COMMENT	r'\\#[^\n]*'

Context Free Grammars

CFGs Consist of 4 components (Backus-Naur Form or BNF):

Terminal Symbols = token or ϵ	$S \rightarrow aSa$
Non-terminal Symbols = syntactic variables	$S \rightarrow T$
Start Symbol S = special non-terminal	$T \rightarrow bSb$
Production Rules of the form LHS \rightarrow RHS	$T \epsilon$

- LHS = A single non-terminal
- RHS = A string of terminals and non-terminals
- Specify how non-terminals may be expanded
- By default, the LHS of the first production rule is the Start Symbol

Shorthand - vertical bar '|' to combine multiple productions

$S \rightarrow aSa|T$

$T \rightarrow bTb|\epsilon$

project 5 CFG

program : statements

statements :

statements : statements statement

statement : expression ';' | print_statement ';' | declaration ';' | block | if_statement | while_statement

statement : ';' ;

statement : FLOW_BREAK ';' ;

if_statement : FLOW_IF '(' expression ')' statement %prec IFX

if_statement : FLOW_IF '(' expression ')' statement FLOW_ELSE statement

while_statement : FLOW_WHILE '(' expression ')' statement

block : '{' new_scope statements '}'

"new_scope : "

print_statement : COMMAND_PRINT '(' non_empty_comma_sep_expr ')' ;

non_empty_comma_sep_expr : expression

non_empty_comma_sep_expr : non_empty_comma_sep_expr ',' expression \usepackage{tikz} \usetikzlibrary{shapes}on

expression : var_usage '=' expression

expression : expression '+' expression | expression '-' expression | expression '*' expression | expression '/' expression

expression : '-' expression %prec UMINUS

expression : '!' expression

expression : var_usage ASSIGN_ADD expression | var_usage ASSIGN_SUB expression | var_usage ASSIGN_DIV expression | var_usage ASSIGN_MULT expression

expression : expression COMP_EQU expression | expression COMP_NEQU expression | expression COMP_LTE expression | expression COMP_LESS expression | expression COMP_GTR expression | expression COMP_GTE expression

expression : expression BOOL_AND expression | expression BOOL_OR expression

simple_declaration : type ID

assign_declaration : simple_declaration '=' expression

expression : ID '.' ID '(' ')' ;

statement : ID '.' ID '(' expression ')' ;

declaration : simple_declaration | assign_declaration

var_usage : ID

expression : var_usage

expression : STRING_LITERAL

expression : CHAR_LITERAL

expression : '(' expression ')' ;

type : ARRAY_KEYWORD '(' TYPE ')' ;

var_usage : ID '[' expression ']' ;

type : STRING_KEYWORD

expression : COMMAND_RANDOM '(' expression ')' ;

Tube IC

Scaler ones:

```

val_copy s1 s2      s2 = s1
add s1 s2 s3        s3 = s1 + s2
sub s1 s2 s3        s3 = s1 - s2
mult s1 s2 s3       s3 = s1 * s2
div s1 s2 s3        s3 = s1 / s2
test_less s1 s2 s3  If (s1 < s2) set s3 to 1, else set s3
                    to 0.
test_gtr s1 s2 s3   If (s1 > s2) set s3 to 1, else set s3
                    to 0.
test_equ s1 s2 s3   If (s1 == s2) set s3 to 1, else set s3
                    to 0.
test_nequ s1 s2 s3  If (s1 != s2) set s3 to 1, else set s3
                    to 0.
test_gte s1 s2 s3   If (s1 >= s2) set s3 to 1, else set s3
                    to 0.
test_lte s1 s2 s3   If (s1 <= s2) set s3 to 1, else set s3
                    to 0.

jump Lable          jump to the lable
jump_if_0 s1 Lable  If s1 == 0, jump to Lable.
jump_if_n0 s1 Lable If s1 != 0, jump to Lable.

random s1 s2        s2 = a random integer x, where 0
                    <= x < s1.

out_val s1          Write a floating-point value of s1 to
                    standard out.

out_char s1         Write s1 as char to standard out.

```

array ones:

```

ar_get_idx a1 s2 s3  In a1, find value at index s2, and put
                    into s1.
ar_set_idx a1 s2 s3  In a1, set value at index s2 to the value
                    s3
ar_get_size a1 s2    Calculate the size of a1 and put into s2.
ar_set_size a1 s2    Resize a1 to have s2 entries.
ar_copy a1 a2        Duplicate all values within a1 into a2.

```

Tube AC

- There are no scalar or array variables.
- There are eight registers called regA, regB, regC, regD, regE, regF, regG, and regH. These are identical to scalar variables, but you have a limited number of them.
- There are no array-based instructions so you must find replacements for the array instructions.

Flow Control examples

using them jumps

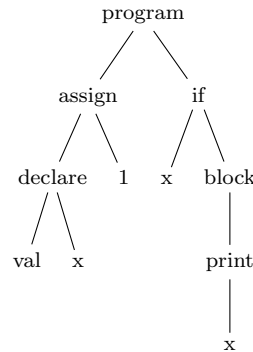
IF example

```

val x = 1;
if(x) {
    print(x);
}

```

IC:
val_copy 1 s2
val_copy s2 s1
jump_if_0 s1 if_1
out_val s1
out_char '\n'
if_1:



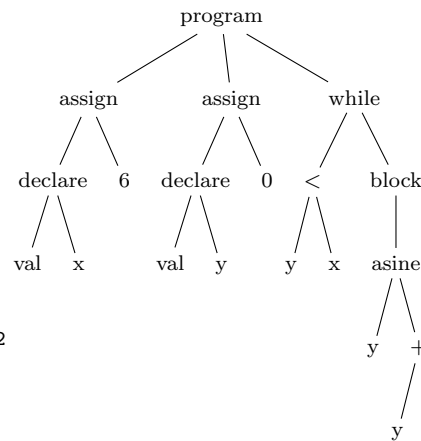
WHILE

```

val x = 6;
val y = 0;
while(y < x) {
    y += 1;
}

```

IC:
val_copy 6 s2
val_copy s2 s1
val_copy 0 s4
val_copy s4 s3
start_1:
test_less s3 s1 s5
jump_if_0 s5 end_2
val_copy 1 s6
add s3 s6 s7
val_copy s7 s3
jump start_1
end_2:



Assembly inst

array IC to AC code

IC:val_copy 5 s1 AC:val_copy 5 regA
store regA 1

IC:ar_get_size 1 s1 s6
AC:load 2 regA
load regA regB
store regB 6

IC:ar_get_idx s1 s6 s2
AC:load 2 regA
add 1 regA regA
add regA regB regA
mem_copy regA 1

IC:ar_set_idx s1 s7
AC:load 2 regA
val_copy 0 regB
load 4 regC
add 1 regA regA
add regA regB regA
store regC regA

IC:ar_set_size s1 s7

AC:load 2 regA
val_copy 3 regB
load 0 regC
store regB regC
add 1 regC regD
add regD regB regD
store regD 0
store regC 2
load regA regE
test_less regB regE regF
jump_if_0 regF bigger_1
val_copy regB regF
jump end_size_2
bigger_1: val_copy regE regF
end_size_2:
while_st_3:
add 1 regA regA
add 1 regC regC
mem_copy regA 1
sub regF 1 regF
jump_if_0 regF while_end_4
jump while_st_3
while_end_4:

memory

L	S	F
0	106	111
1	4	
2	100	107
3	105	
4	3	
5	103	
6		
7		
8		
9		
:	:	
100	0	
101	1	
102	'a'	
103	2	
104	'b'	
105	'c'	
106	0	3
107		'a'
108		'b'
109		
111		
112		
113		