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 CHAR_LITERAL	r'((\d+)(\.\d+)?) (\.\d+)' r"'([^\\'] \\n \\t \\' \\\)'"		
STRING_LITERAL	r'"([^\\"] \\n \\t \\" \\\)*"'		
ID	r'[a-zA-Z_][a-zA-Z_0-9]*'		
ASSIGN_ADD	r'\+='	ASSIGN_SUB	r'\-='
ASSIGN_MULT	r'*='	ASSIGN_DIV	r'/='
COMP_EQU	r'=='	COMP_NEQU	r'!='
COMP_LTE	r'<='	COMP_GTE	r'>='
COMP_LESS	r'<'	COMP_GTR	r'>'
BOOL_AND	r'&&'	BOOL_OR	r'\ \ '
WHITESPACE 1	:'[\t]'	COMMENT	r'\#[^\n]*'
newline	r'\n+'		

Context Free Grammars

CFGs Consist of 4 components (Backus-Naur Form or BNF): Terminal Symbols = token or ϵ $S \to aSa$ Non-terminal Symbols = syntactic variables $S \to T$ Start Symbol S = special non-terminal $T \to bSb$ Production Rules of the form LHS \to RHS

- LHS = A single non-terminal
- RHS = A string of terminals and nonterminals
- 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 $S \to aSa|T$ $T \to bTb|\epsilon$

```
project 5 CFG
program : statements
statements :
statements : statements statement
            : expression ';'
 statement
             | print_statement ';'
             I 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 ',' expressi\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
```

s3 = s1 - s2

s3 = s1 * s2

s3 = s1 / s2

jump to the lable

jump_if_0 s1 Lable If s1 == 0, jump to Lable.

If (s1 < s2) set s3 to 1, else set s3 to 0. If (s1 > s2) set s3 to 1, else set s3 to 0.

If (s1 == s2) set s3 to 1, else set s3 to 0.

If (s1! = s2) set s3 to 1, else set s3 to 0.

If $(s1 \ge s2)$ set s3 to 1, else set s3 to 0.

If $(s1 \le s2)$ set s3 to 1, else set s3 to 0.

 $\operatorname{sub}\ \mathrm{s1}\ \mathrm{s2}\ \mathrm{s3}$

div s1 s2 s3

 $test_less s1 s2 s3$

test_gtr s1 s2 s3

 $test_{equ} s1 s2 s3$

 $test_gte s1 s2 s3$

 $\texttt{test_lte} \ s1 \ s2 \ s3$

jump Lable

test_negu s1 s2 s3

mult s1 s2 s3

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.

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.

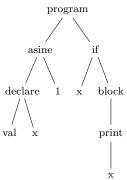
Flow Control exampls

using them jumps

IF example

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





end_2:

```
WHILE
val x = 6;
val y = 0;
                                         program
while(y < x) {
    y += 1;
                                            asine
                                                         while
                            asine
IC:
                       declare
                                 6
                                      declare
                                                 0
                                                              block
val_copy 6 s2
val\_copy s2 s1
val\_copy 0 s4
val\_copy s4 s3
                      val x
                                      val
                                                    y x
                                                              asine
start_1:
\texttt{test\_less} \ s3 \ s1 \ s5
jump_if_0 s5 end_2
val\_copy 1 s6
\mathtt{add}\ \mathrm{s3}\ \mathrm{s6}\ \mathrm{s7}
val\_copy s7 s3
jump start_1
```