

Regular Expressions

Project 5 solution lex

Context Free Grammars

- 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

project 5 CFG

Tube IC

<code>val_copy s1 s2</code>	<code>s2 = s1</code>
<code>add s1 s2 s3</code>	<code>s3 = s1 + s2</code>
<code>sub s1 s2 s3</code>	<code>s3 = s1 - s2</code>
<code>mult s1 s2 s3</code>	<code>s3 = s1 * s2</code>
<code>div s1 s2 s3</code>	<code>s3 = s1 / s2</code>
<code>test_less s1 s2 s3</code>	If (<code>s1 < s2</code>) set <code>s3</code> to 1, else set <code>s3</code> to 0.
<code>test_gtr s1 s2 s3</code>	If (<code>s1 > s2</code>) set <code>s3</code> to 1, else set <code>s3</code> to 0.
<code>test_equ s1 s2 s3</code>	If (<code>s1 == s2</code>) set <code>s3</code> to 1, else set <code>s3</code> to 0.
<code>test_nequ s1 s2 s3</code>	If (<code>s1 != s2</code>) set <code>s3</code> to 1, else set <code>s3</code> to 0.
<code>test_gte s1 s2 s3</code>	If (<code>s1 >= s2</code>) set <code>s3</code> to 1, else set <code>s3</code> to 0.
<code>test_lte s1 s2 s3</code>	If (<code>s1 <= s2</code>) set <code>s3</code> to 1, else set <code>s3</code> to 0.
<code>jump Lable</code>	jump to the lable
<code>jump_if_0 s1 Lable</code>	If <code>s1 == 0</code> , jump to Lable.
<code>jump_if_n0 s1 Lable</code>	If <code>s1 != 0</code> , jump to Lable.

```
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.

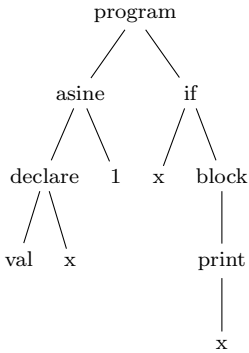
Flow Control examples

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:
```

