

# CMPE 152: Compiler Design

## September 28 Class Meeting

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Department of Computer Engineering  
San Jose State University

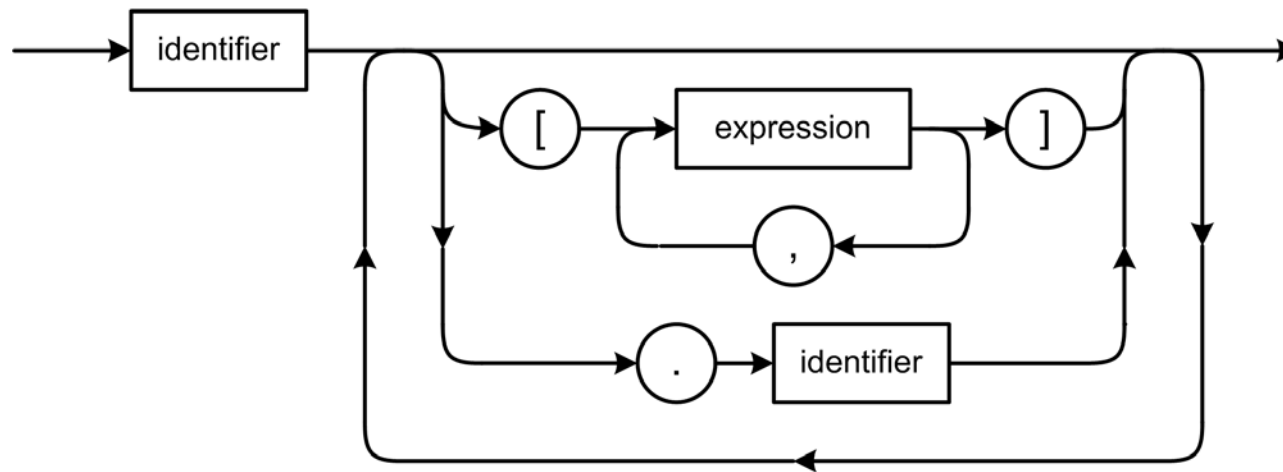


Fall 2017  
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# Syntax Diagram for Variables

variable



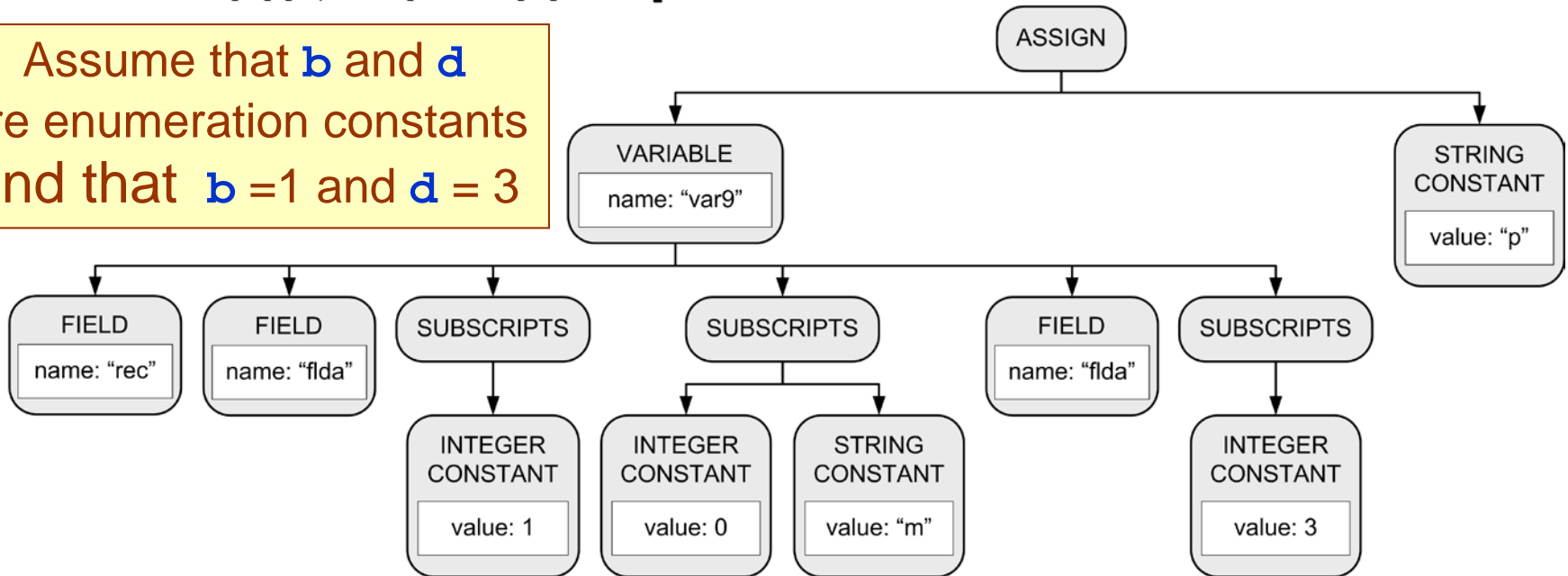
The outer loop back allows any number of subscripts and fields.

- A variable can have any combination of subscripts and fields.
  - Appear in an expression or as the target of an assignment statement.
  - Example: `var9.rec.flda[b][0,'m'].flda[d] := 'p'`
  - The parser must do type checking for each subscript and field.

# Parse Tree for Variables

`var9.rec.flda[b][0, 'm'].flda[d] := 'p'`

Assume that **b** and **d** are enumeration constants and that **b** = 1 and **d** = 3



- ❑ VARIABLE nodes can now have child nodes:
  - SUBSCRIPTS
  - FIELD

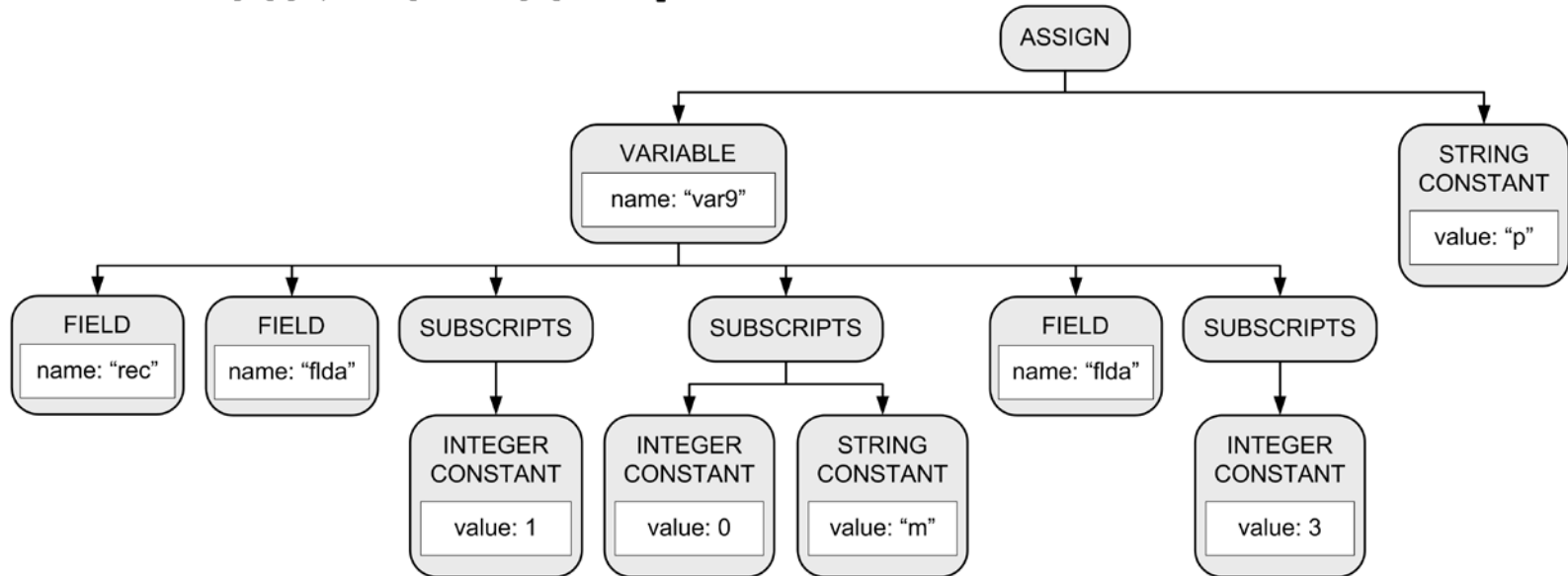
# Class VariableParser

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- Parse variables that appear in statements.
  - Subclass of `StatementParser`.
  - Do not confuse with class `VariableDeclarationsParser`.
    - Subclass of `DeclarationsParser`.
  
- Parsing methods
  - `parse()`
  - `parse_field()`
  - `parse_subscripts()`

# VariableParser::parse()

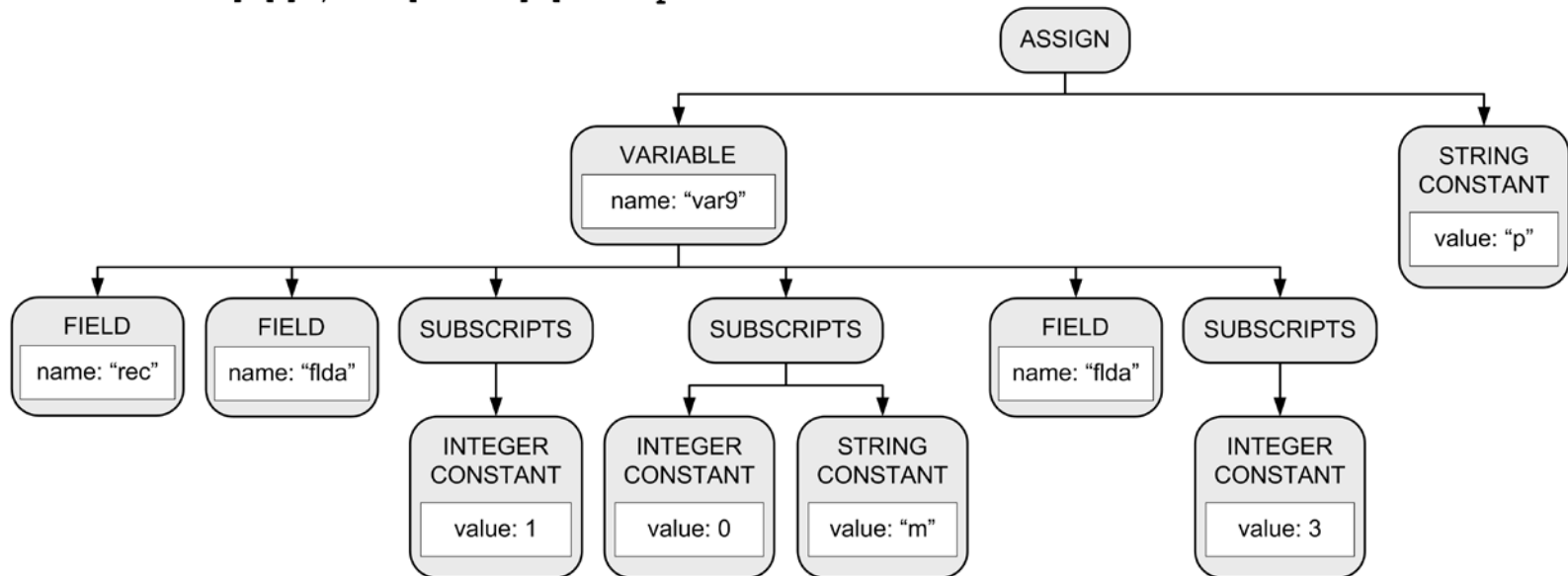
```
var9.rec.flda[b][0, 'm'].flda[d] := 'p'
```



- ❑ Parse the variable identifier (example: **var9**)
- ❑ Create the **VARIABLE** node.

# VariableParser.parse() cont'd

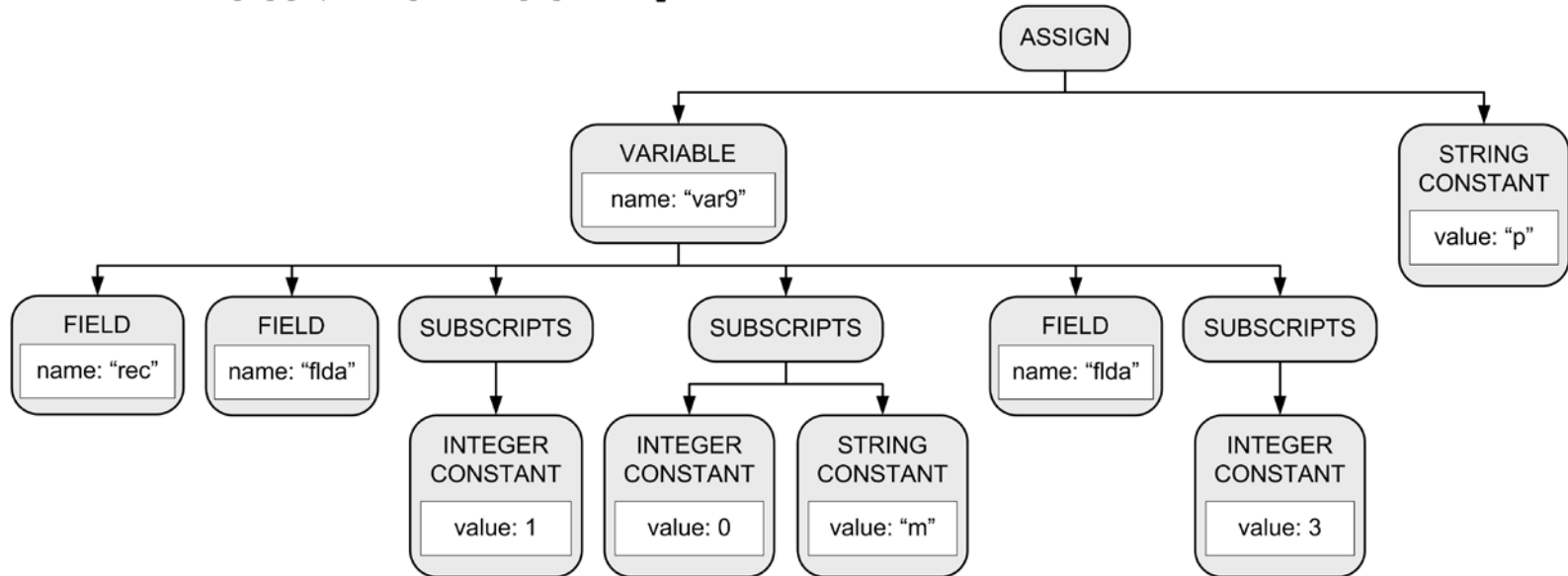
```
var9.rec.flda[b][0, 'm'].flda[d] := 'p'
```



- ❑ Loop to parse any subscripts and fields.
  - Call methods `parse_field()` or `parse_subscripts()`.
  - Variable `variable_type` keeps track of the current type specification.
  - The current type changes as each field and subscript is parsed.

# VariableParser.parseField()

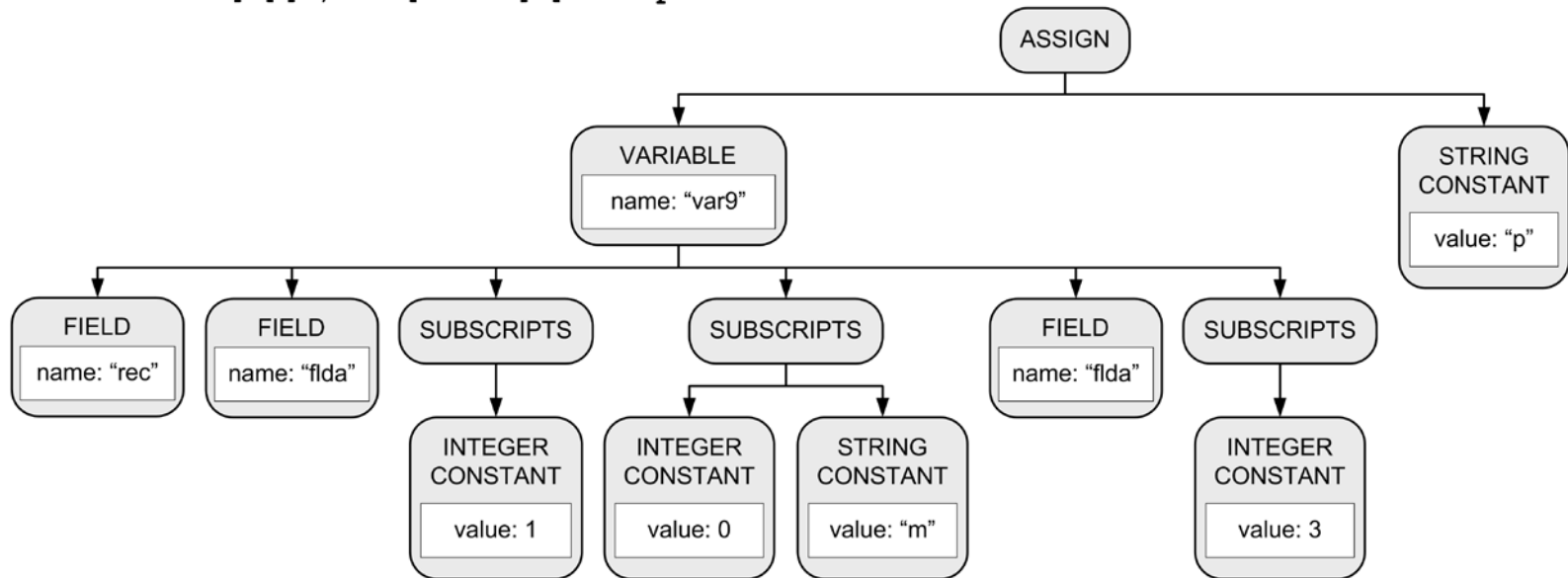
```
var9.rec.flda[b][0, 'm'].flda[d] := 'p'
```



- Get the record type's symbol table.
  - Attribute **RECORD\_SYMTAB** of the record variable's type specification.

# VariableParser.parseField() cont'd

```
var9.rec.flda[b][0, 'm'].flda[d] := 'p'
```

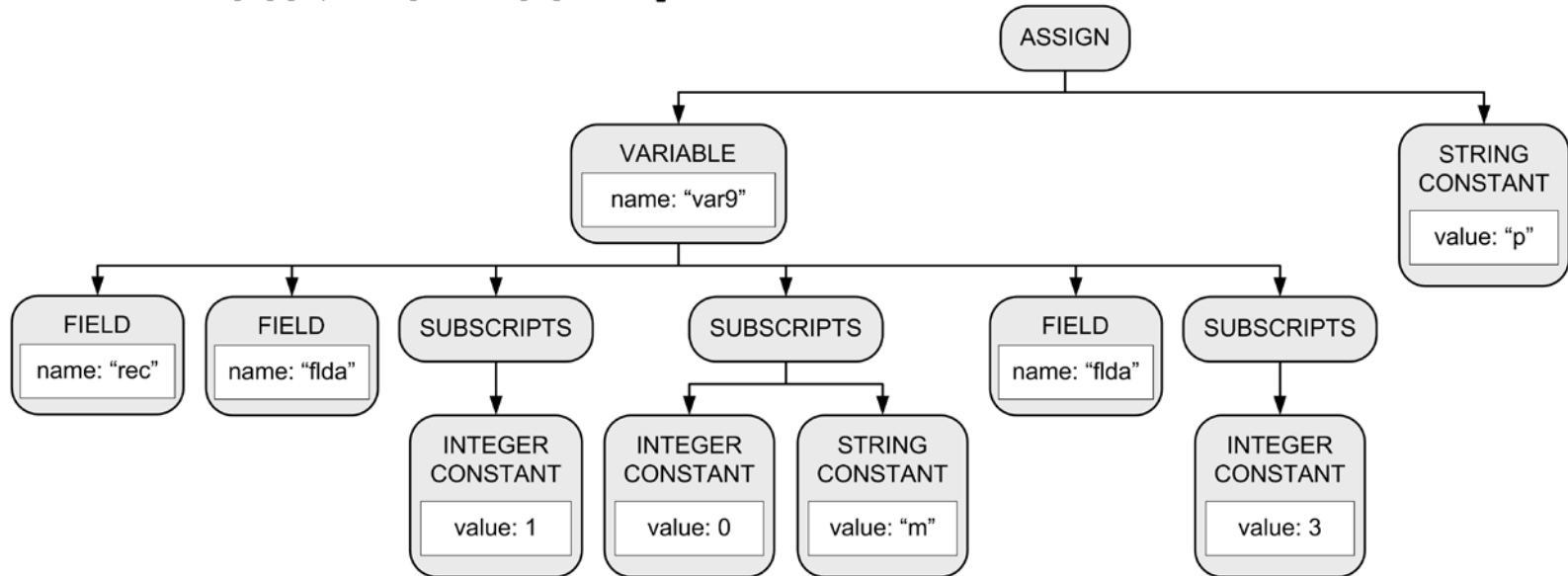


- ❑ Verify that the field identifier is in the record type's symbol table.
- ❑ Create a **FIELD** node that is adopted by the **VARIABLE** node.



# VariableParser.parseSubscripts()

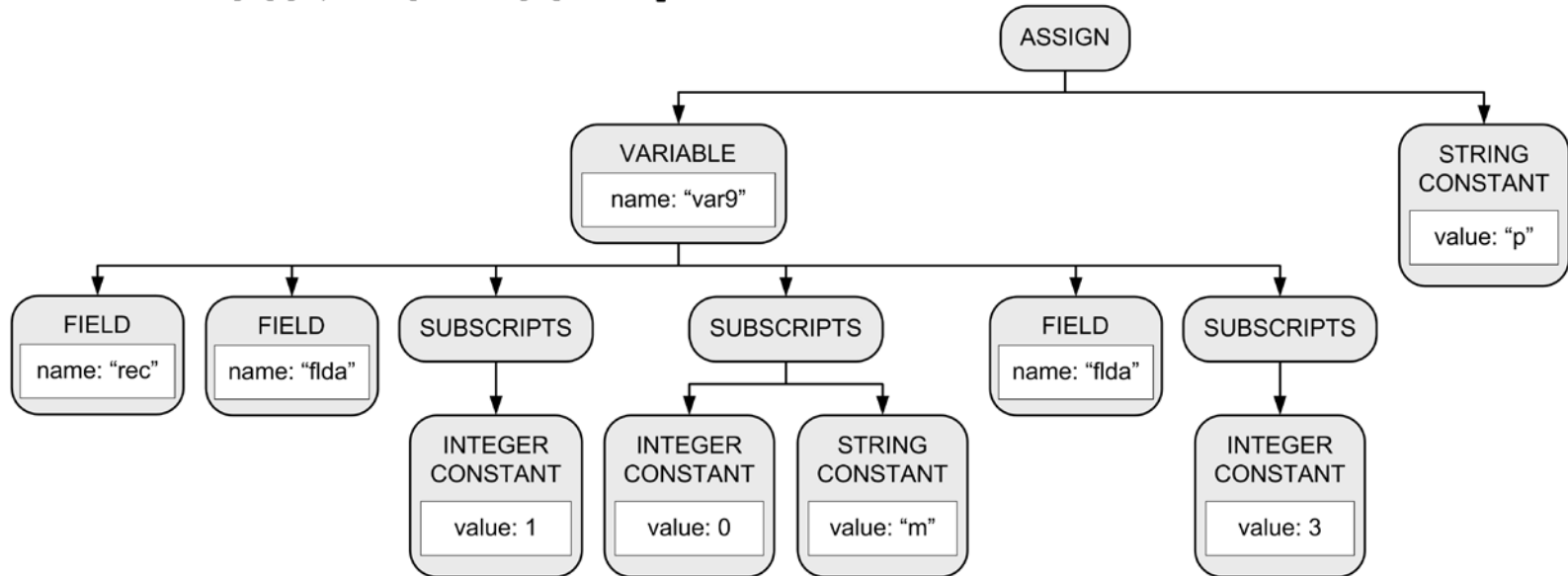
```
var9.rec.flda[b][0, 'm'].flda[d] := 'p'
```



- ❑ Create a SUBSCRIPTS node.
- ❑ Loop to parse a comma-separated list of subscript expressions.
  - The SUBSCRIPTS node adopts each expression parse tree.

# VariableParser.parseSubscripts()

```
var9.rec.flda[b][0, 'm'].flda[d] := 'p'
```



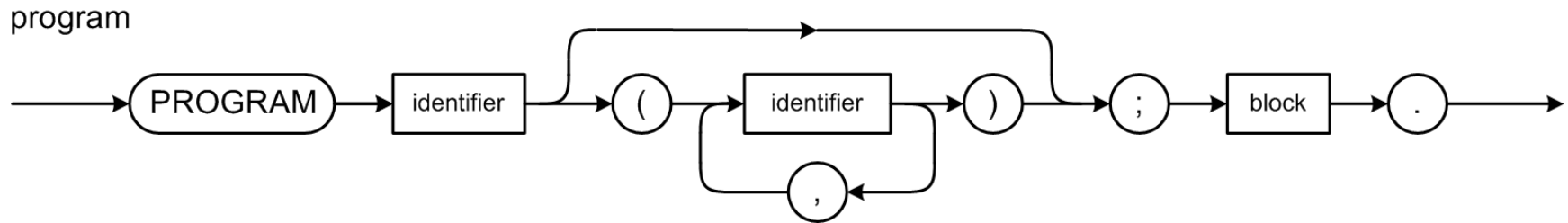
- Verify that each subscript expression is assignment-compatible with the corresponding index type.

# Demo

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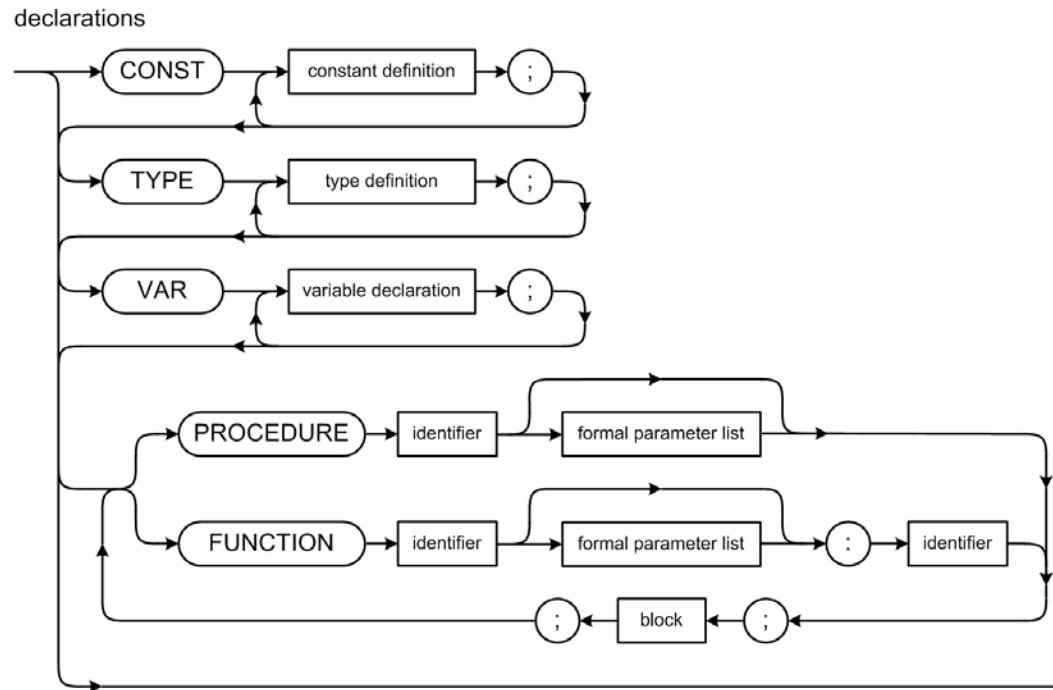
- Pascal Syntax Checker III
  - Parse a Pascal block
    - declarations
    - statements with variables
  - Type checking

# Pascal Program Header



- The program parameters are optional.
  - Identifiers of input and output file variables.
  - Default files are standard input and standard output.
- Examples:
  - **PROGRAM newton;**
  - **PROGRAM hilbert(input, output, error);**

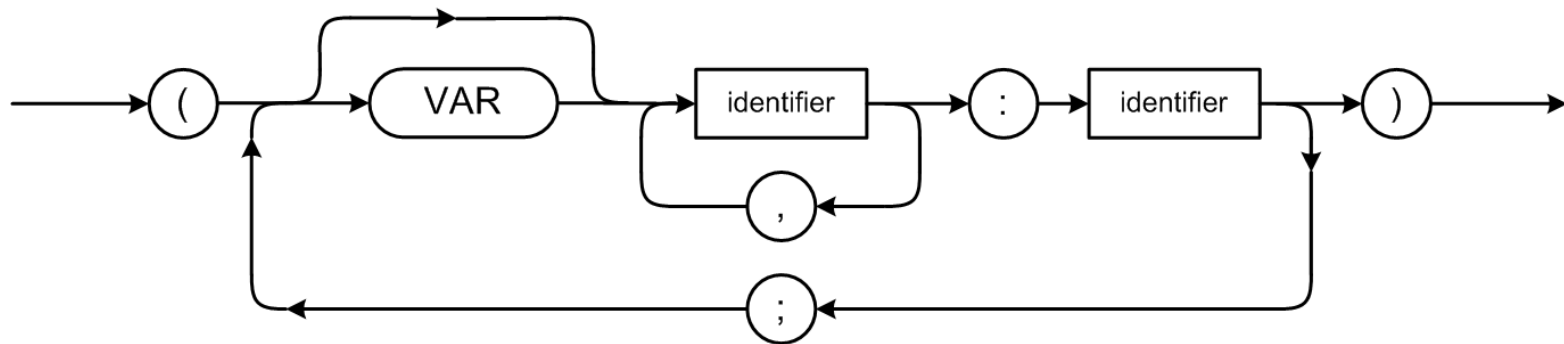
# Pascal Programs, Procedures, and Functions



- ❑ Procedure and function declarations come last.
  - Any number of procedures and functions, and in any order.
  - A formal parameter list is optional.

# Formal Parameter List

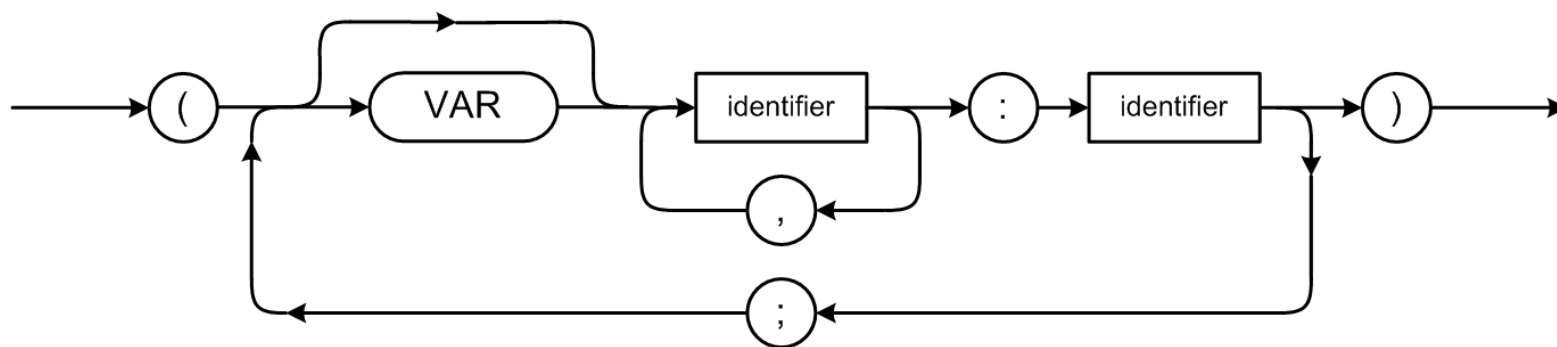
formal parameter list



- ❑ By default, parameters are passed by value.
- ❑ The actual parameter value in the call is copied and the formal parameter is assigned the copied value.
  - The routine cannot change the actual parameter value.

# Formal Parameter List, *cont'd*

formal parameter list



- ❑ **VAR** parameters are passed by reference.
- ❑ The formal parameter is assigned a reference to the actual parameter value.
  - The routine can change the actual parameter value.

# Example Procedure and Function Declarations

```
PROCEDURE proc (j, k : integer; VAR x, y, z : real; VAR v : arr;  
                VAR p : boolean; ch : char);  
    BEGIN  
        ...  
    END;
```

Value and **VAR** parameters.

```
PROCEDURE SortWords;  
    BEGIN  
        ...  
    END;
```

No parameters.

```
FUNCTION func (VAR x : real; i, n : integer) : real;  
    BEGIN  
        ...  
        func := ...;  
        ...  
    END;
```

Function return type.

Assign the function return value.



# Forward Declarations

- ❑ In Pascal, you cannot have a statement that calls a procedure or a function before it has been declared.
- ❑ To get around this restriction, use **forward declarations**.

- Example:

```
FUNCTION foo(m : integer; VAR t : real) : real;  
    forward;
```

- ❑ Instead of a block, you have **forward**.
- **forward** is not a reserved word.

# Forward Declarations, *cont'd*

- When you finally have the full declaration of a forwarded procedure or function, you do not repeat the formal parameters or the function return type.

```
FUNCTION foo(m : integer; VAR t : real) : real;  
    forward;
```

```
PROCEDURE proc;  
    VAR x, y : real;  
    BEGIN  
        x := foo(12, y);  
    END;
```

Use the function before  
its full declaration.

```
FUNCTION foo;  
    BEGIN  
        ...  
        foo := ...;  
        ...  
    END;
```

Now the full function declaration.

# Records and the Symbol Table Stack

```
PROGRAM Test;  
CONST  
    epsilon = 1.0e-6;  
TYPE  
    rec = RECORD  
        a : real;  
        x, y : integer;  
    END;  
...
```

*Symbol table stack*

•  
•  
•

*Level 2 symbol table*

"a"

"x"

"y"

*Level 1 symbol table*

"epsilon"

"rec"

*Level 0 symbol table*

"integer"

"real"

• • •

"Test"

# Nested Scopes and the Symbol Table Stack

```
PROGRAM Test;  
  
VAR i, j, k, n : integer;  
  
PROCEDURE p(j : real);  
  VAR k : char;  
  
  FUNCTION f(x : real) : real;  
    VAR i:real;  
  
    BEGIN {f}  
      f := i + j + n + x;  
    END {f};  
  
  BEGIN {p}  
    k := chr(i + trunc(f(n)));  
  END {p};  
  
BEGIN {test}  
  p(j + k + n)  
END {test}.
```

*Symbol table stack*

*Level 0 symbol table*

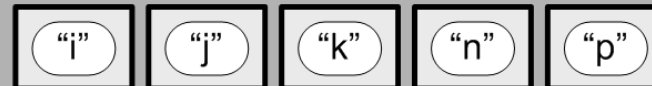


# Nested Scopes and the Symbol Table Stack

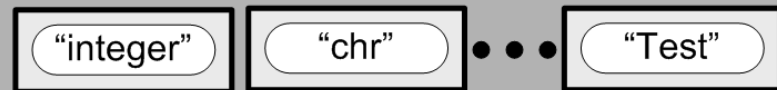
```
PROGRAM Test;  
  
VAR i, j, k, n : integer;  
  
PROCEDURE p(j : real);  
  VAR k : char;  
  
  FUNCTION f(x : real) : real;  
    VAR i:real;  
  
    BEGIN {f}  
      f := i + j + n + x;  
    END {f};  
  
  BEGIN {p}  
    k := chr(i + trunc(f(n)));  
  END {p};  
  
BEGIN {test}  
  p(j + k + n)  
END {test}.
```

*Symbol table stack*

*Level 1 symbol table (test)*



*Level 0 symbol table*



# Nested Scopes and the Symbol Table Stack

```
PROGRAM Test;  
  
VAR i, j, k, n : integer;  
  
PROCEDURE p(j : real);  
    VAR k : char;  
  
    FUNCTION f(x : real) : real;  
        VAR i:real;  
  
        BEGIN {f}  
            f := i + j + n + x;  
        END {f};  
  
    BEGIN {p}  
        k := chr(i + trunc(f(n)));  
    END {p};  
  
BEGIN {test}  
    p(j + k + n)  
END {test}.
```

*Symbol table stack*

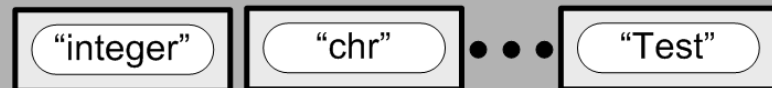
*Level 2 symbol table (p)*



*Level 1 symbol table (test)*



*Level 0 symbol table*



# Nested Scopes and the Symbol Table Stack

```
PROGRAM Test;
```

```
VAR i, j, k, n : integer;
```

```
PROCEDURE p(j : real);
```

```
  VAR k : char;
```

```
  FUNCTION f(x : real) : real;
```

```
    VAR i:real;
```

```
  BEGIN {f}
```

```
    f := i + j + n + x;
```

```
  END {f};
```

```
BEGIN {p}
```

```
  k := chr(i + trunc(f(n)));
```

```
END {p};
```

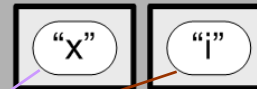
```
BEGIN {test}
```

```
  p(j + k + n)
```

```
END {test}.
```

Symbol table stack

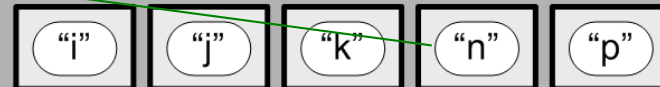
Level 3 symbol table (f)



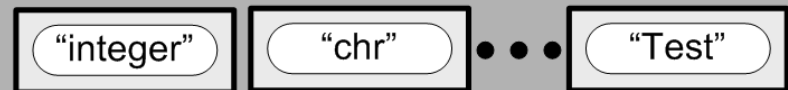
Level 2 symbol table (p)



Level 1 symbol table (test)



Level 0 symbol table

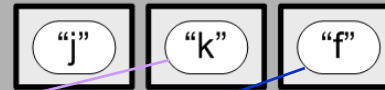


# Nested Scopes and the Symbol Table Stack

```
PROGRAM Test;  
  
VAR i, j, k, n : integer;  
  
PROCEDURE p(j : real);  
  VAR k : char;  
  
  FUNCTION f(x : real) : real;  
    VAR i:real;  
  
    BEGIN {f}  
      f := i + j + n + x;  
    END {f};  
  
  BEGIN {p}  
    k := chr(i + trunc(f(n)));  
  END {p};  
  
BEGIN {test}  
  p(j + k + n)  
END {test}.
```

Symbol table stack

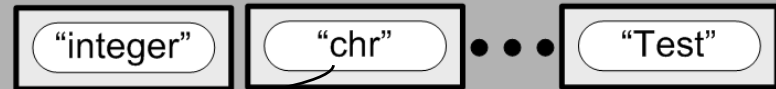
Level 2 symbol table (p)



Level 1 symbol table (test)



Level 0 symbol table



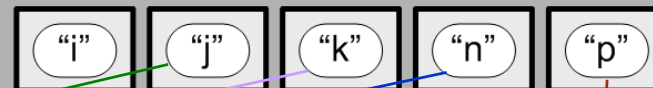


# Nested Scopes and the Symbol Table Stack

```
PROGRAM Test;  
  
VAR i, j, k, n : integer;  
  
PROCEDURE p(j : real);  
  VAR k : char;  
  
  FUNCTION f(x : real) : real;  
    VAR i:real;  
  
    BEGIN {f}  
      f := i + j + n + x;  
    END {f};  
  
  BEGIN {p}  
    k := chr(i + trunc(f(n)));  
  END {p};  
  
BEGIN {test}  
  p(j + k + n)  
END {test};
```

Symbol table stack

Level 1 symbol table (test)



Level 0 symbol table



# Nested Scopes and the Symbol Table Stack

```
PROGRAM Test;  
  
VAR i, j, k, n : integer;  
  
PROCEDURE p(j : real);  
    VAR k : char;  
  
    FUNCTION f(x : real) : real;  
        VAR i:real;  
  
        BEGIN {f}  
            f := i + j + n + x;  
        END {f};  
  
    BEGIN {p}  
        k := chr(i + trunc(f(n)));  
    END {p};  
  
BEGIN {test}  
    p(j + k + n)  
END {test}.
```

*Symbol table stack*

*Level 0 symbol table*

