



## COMPILER DESIGN LAB (CSL5404)

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Program: B.Tech CSE  
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Assignment - 10

## Question I:

**Q.1)** In the syntax analyzer phase of the compiler, the parser generates the abstract syntax **tree** (condensed form of the parse tree).

This abstract syntax tree needs to be converted into machine understandable

Format **using** the intermediate code generator.

Write a program in C to convert the given abstract syntaxes into their equivalent machine **codes**. **The** following specific machine instruction sets may be considered:

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Following argument types may be used:

R → specifies a **register** in the form R0, R1, R2, etc.

L → specifies a numerical label.

V → specifies a '**variable location**' pointed to by a **register**.

A → specifies a constant value.  
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The instruction set may be defined as follows:

LOAD A,R → loads the integer value specified by A into **register** R.

STORE R,V → stores the value in **register** R to variable V.

OUT R → outputs the value in **register** R.

ADD A,R → adds the value specified by A to **register** R.

SUB A,R → subtracts the value specified by A from **register** R.

MUL A,R → multiplies the value specified by A by **register** R.

DIV A,R → divides **register** R by the value specified by A.

STOP → stops execution of the machine.

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Example:

Input:= t3 99

Output: STORE t3, 99

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Input may be considered as:=

t1 2

[ ]= a 0 1

[ ]= a 1 2

[ ]= a 2 3

\*t1 6 t2

+ a[2] t2 t3

-a[2] t1 t2

/ t3 t2 t2

print t2

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## > *Program Code*

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
int label[20];
int no = 0;
int check_label(int k)
{
    int i;
    for (i = 0; i < no; i++)
    {
        if (k == label[i])
            return 1;
    }
}
```

```
    }
    return 0;
}
int main()
{
    FILE *fp1, *fp2;
    char fname[10], op[10], ch;
    char operand1[8], operand2[8], result[8];
    int i = 0, j = 0;
    printf("\n\n\tMachine Language codes/instructions of the
given abstract syntaxes:\n");
    fp1 = fopen("input.txt", "r");
    if (fp1 == NULL)
    {
        printf("\n Error opening the file");
        exit(0);
    }
    while (!feof(fp1))
    {
        printf("\n");
        fscanf(fp1, "%s", op);
        i++;
        if (check_label(i))
            printf("\nlabel#%d", i);
        // for print
        if (strcmp(op, "print") == 0)
        {
            fscanf(fp1, "%s", result);
            printf("\n\t OUT %s", result);
            printf("\n\tSTOP");
        }
        //for array
        if (strcmp(op, "[]=") == 0)
        {
            fscanf(fp1, "%s %s %s", operand1, operand2,
result);
```

```
        printf("\n\t STORE %s[%s],%s", operand1, operand2,
result);
    }
    //for operation
    switch (op[0])
    {
    case '*':
        fscanf(fp1, "%s %s ", operand1, operand2);
        printf("\n \t LOAD t1,R0");
        printf("\n \t LOAD %s,R1", operand1);
        printf("\n \t MUL R1,R0");
        printf("\n \t STORE R0,%s", operand2);
        break;
    case '+':
        fscanf(fp1, "%s %s %s", operand1, operand2,
result);
        printf("\n \t LOAD %s,R0", operand1);
        printf("\n \t LOAD %s,R1", operand2);
        printf("\n \t ADD R1,R0");
        printf("\n \t STORE R0,%s", result);
        break;
    case '-':
        fscanf(fp1, "%s %s %s", operand1, operand2,
result);
        printf("\n \t LOAD %s,R0", operand1);
        printf("\n \t LOAD %s,R1", operand2);
        printf("\n \t SUB R1,R0");
        printf("\n \t STORE R0,%s", result);
        break;
    case '/':
        fscanf(fp1, "%s %s %s", operand1, operand2,
result);
        printf("\n \t LOAD %s,R0", operand1);
        printf("\n \t LOAD %s,R1", operand2);
        printf("\n \t DIV R1,R0");
        printf("\n \t STORE R0,%s", result);
```

```
        break;
    case '=':
        fscanf(fp1, "%s %s", operand1, result);
        printf("\n\t STORE %s %s", operand1, result);
        break;
    }
}
fclose(fp1);
return 0;
}
```

Output screenshot:

PROBLEMS   OUTPUT   TERMINAL   DEBUG CONSOLE

F:/Compiler Design/Lab/LakhanKumawat/main.c

Machine Language codes/instructions of the given abstract syntaxes:

STORE t1 2

STORE a[0],1

STORE a[1],2

STORE a[2],3

LOAD t1,R0

LOAD 6,R1

MUL R1,R0

STORE R0,t2

LOAD a[2],R0

LOAD t2,R1

ADD R1,R0

STORE R0,t3

LOAD a[2],R0

LOAD t1,R1

SUB R1,R0

STORE R0,t2

LOAD t3,R0

LOAD t2,R1

DIV R1,R0

STORE R0,t2

OUT t2

STOP

OUT t2

STOP

*End Of Assignment*

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