

1a Consider the following C++ classes:

```
class A{
public:
    int fa1, fa2;
    virtual int g( ){ ... } }

class B: public A{
public:
    A fb1; B* fb2;
    virtual void h( ){ fb2->fa1 = fa2 + fb1.g(); } }
```

Give the representation of A and B objects, and the function `void B::h()`.

b Consider the following C++ classes:

```
class C{
public:
    virtual void g(A* x){ ... }
    virtual void g(B* x){ ... } }

class D: public C{
public:
    B* z;
    virtual void g(B* x){ g(); }
    void g( ){ g(z); } }
```

Give the representation of C and D objects, and of the functions `void D::g(B*)` and `void D::g()`.

c Consider the following C++ classes:

```
class A { int fa1, fa2; virtual . . . };

class B : public virtual A{
    int fb; virtual ... };

class C : public virtual A{
    int fc; virtual void h(){ fa2 = 100; } };

class D : public virtual A{
    int fd; virtual ... };

class E : public B, public C, public D{
    int fe; virtual ... ;
```

Outline (without fully detailing the function part of the virtual tables) the representation of C and E objects. Give the representation of the function `void C::h`, and of `cp=ep` in the context of declarations `E* ep`; `C* cp`.

For parts a, b and c, use the operators `&` and `*` to obtain the address of an entity or the contents of an address.

- 2 The language L2 is outlined in appendix A, pages 4-5 of this paper.

Consider an extension of L2, with primitives `<< ... >>` and `val`, so that execution of the expression `<<e>>` consists of blocking the execution of the expression `e`, and execution of `<<e>>.val` consists of the execution of `e`.

For example (assuming that L2 also allows for integers, sequential expressions, and local variables):

```
x = 10;  
y = << 20/x >>;  
x = 5;  
y.val;                               // returns 4
```

- a Extend the operational semantics of L2 to describe the above.
 - b Extend the type system of L2, introducing a class `Blocked`, so that `val` may only be applied to blocked expressions.
 - c Write class definitions for `Booleans`, which implement the method `ifThenElse` with two blocked arguments, so that if the receiver is true, the first argument is evaluated, and otherwise the second argument is evaluated.
 - d Write an expression which calculates `x/y` if `x` is greater than 0, and `x` otherwise. You may assume the existence of a class `Number` with methods `greaterThan` and `divide`, and of `Zero`, a subclass of `Number`.
 - e For class `Blocked` write a method `repeatUntil` which takes one argument, and repeats execution of the argument until execution of the receiver returns true. (You may want to use `;` to indicate sequential execution, and `new Object` to indicate empty execution).
- 3 JVML00, a simplified version Java byte code, outlined in appendix B, page 6.
- a Which three properties does successful verification guarantee?
 - b Consider the following piece of JVML00 code, in class `D`, where `A` and `B` are subclasses of `C`:

```
Method void m(A,B)  
  limit locals 3  
  0    load 1  
  2    load 2  
  3    store 1  
  4    if 2  
  5    load 1
```

Give types for local variables and for the stack, so that the code is well-formed.

- c Extend the operational semantics and the type system to describe the instruction `goto L`, which unconditionally branches to label `L`.
- d Extend the type system (but not the operational semantics) to describe the instruction `getField A, t`, which loads on the stack the field of type `t`, declared in class `A`, from the object whose address was at the top of the stack, and where that object must belong to class `A` or a subclass of `A`.

4 Consider the ζ -calculus, with terms defined by

a, b	$::=$	x	a variable
		$[l_i = \zeta(z_i : A) b_i \text{ } i=1..n]$	an object
		$b.l \Leftarrow \zeta(z : A) a$	method override
		$b.l$	method call

and evaluation, for $o \equiv [l_i = \zeta(z_i : A) b_i \text{ } i=1..n]$ (l_i distinct) defined by

$$\begin{aligned}
 o.l_j &\rightarrow b_j \{ \{ x_j \leftarrow o \} \} & (j \in 1..n) \\
 o.l_j \Leftarrow \zeta(y) b &\rightarrow [l_j = \zeta(y) b, l_i = \zeta(z_i : A) b_i \text{ } i=(1..n) \setminus j] & (j \in 1..n)
 \end{aligned}$$

- a Write out the steps involved in the evaluation of the term `counter.tick.contents` where `counter` is defined as

$$\text{counter} \equiv [\text{cont} = \zeta(x) 0, \text{tick} = \zeta(y) y.\text{cont} \Leftarrow \zeta(z) y.\text{cont} + 1]$$

- b Consider the terms

$$\begin{aligned}
 tt &\equiv [\text{if} = \zeta(x) x.\text{then}, \text{then} = \zeta(y) y.\text{then}, \text{else} = \zeta(z) z.\text{else}] \\
 ff &\equiv [\text{if} = \zeta(x) x.\text{else}, \text{then} = \zeta(y) y.\text{then}, \text{else} = \zeta(z) z.\text{else}]
 \end{aligned}$$

which encode in the ζ -calculus the meaning of *true* and *false*. Assume further terms *term1*, *term2*, and *booleanTerm*, where *booleanTerm* will evaluate either to *tt* or to *ff*. Encode a conditional expression which will evaluate *term1* if *booleanTerm* returns *tt*, and *term2* otherwise.

- c Consider the ζbool -calculus, the following extension of the ζ -calculus, with terms defined by

a, b, c	$::=$	x	a variable
		$[l_i = \zeta(z_i : A) b_i \text{ } i=1..n]$	an object
		$b.l \Leftarrow \zeta(z : A) a$	method override
		$b.l$	method call
		true false	
		if a then b else c	

- i) Give the necessary additional rules for the operational semantics.
- ii) Give a translation from the ζbool -calculus to the ζ -calculus.
- iii) Formulate a theorem relating evaluation in the ζbool -calculus and in the ζ -calculus.

The three parts carry, respectively, 30%, 20% and 50% of the marks.

Appendix A: Outline of the language L2

Syntax

$progr ::= class^*$
 $class ::= class\ c\ extds\ c\ \{ field^* meth^* \}$
 $field ::= type\ f$
 $meth ::= type\ m\ (type\ x)\ \{ e \}$
 $type ::= bool \mid c$
 $e ::= var := e \mid e.m(e) \mid new\ c \mid var \mid this \mid true \mid false \mid null .$
 $var ::= x \mid e.f$

Operational Semantics

var, val

$$\frac{v, \sigma \rightsquigarrow v, \sigma \quad x, \sigma \rightsquigarrow \sigma(x), \sigma \quad this, \sigma \rightsquigarrow \sigma(this), \sigma}{\text{fld}}$$

$$\frac{e, \sigma \rightsquigarrow \iota, \sigma'}{e.f, \sigma \rightsquigarrow \sigma'(\iota)(f), \sigma'} \quad \text{ass}$$

$$\frac{e, \sigma \rightsquigarrow v, \sigma'}{x := e, \sigma \rightsquigarrow v, \sigma' [x \mapsto v]}$$

fldAss

$$\frac{e, \sigma \rightsquigarrow \iota, \sigma'' \quad e', \sigma'' \rightsquigarrow v, \sigma''' \quad \sigma'''(\iota)(f) \neq \mathcal{U}df \quad \sigma' = \sigma''' [\iota \mapsto \sigma'''(\iota) [f \mapsto v]]}{e.f := e', \sigma \rightsquigarrow v, \sigma'}$$

new

$\mathcal{F}s(P, c) = \{f_1, \dots, f_r\}$
 v_j initial for $\mathcal{F}(P, c, f_j)$, $j \in 1, \dots, r$
 ι is new in σ

$$\frac{}{new\ c, \sigma \rightsquigarrow \iota, \sigma [\iota \mapsto [[f_1 : v_1, \dots, f_r : v_r]]^c]}$$

meth

$e_0, \sigma \rightsquigarrow \iota, \sigma_0$
 $e_1, \sigma_0 \rightsquigarrow v_1, \sigma_1$
 $\sigma_1(\iota) = [[\dots]]^c$
 $\mathcal{M}(P, c, m) = t\ m(t_1\ x)\ \{ e \}$
 $\sigma' = \sigma_1[this \mapsto \iota][x \mapsto v_1]$
 $e, \sigma' \rightsquigarrow v, \sigma''$

$$\frac{}{e_0.m(e_1), \sigma \rightsquigarrow v, \sigma'' [this \mapsto \sigma(this), x \mapsto \sigma(x)]}$$

The Type System

<p style="text-align: center;">litVarThis</p> $\frac{P \vdash \Gamma \Diamond}{P, \Gamma \vdash x : \Gamma(x)} \quad P, \Gamma \vdash \text{this} : \Gamma(\text{this})$	<p style="text-align: center;">newNull</p> $\frac{P \vdash \Gamma \Diamond \quad P \vdash c \Diamond_c}{P, \Gamma \vdash \text{null} : c} \quad P, \Gamma \vdash \text{new } c : c$
<p style="text-align: center;">fld</p> $\frac{P, \Gamma \vdash e : c \quad \mathcal{F}(P, c, f) = t}{P, \Gamma \vdash e.f : t}$	<p style="text-align: center;">ass</p> $\frac{P, \Gamma \vdash x : t \quad P, \Gamma \vdash e : t' \quad P \vdash t' \leq t}{P, \Gamma \vdash x := e : t'}$
<p style="text-align: center;">fldAss</p> $\frac{P, \Gamma \vdash e : c \quad P, \Gamma \vdash e' : t \quad \mathcal{F}(P, c, f) = t' \quad P \vdash t \leq t'}{P, \Gamma \vdash e.f := e' : t'}$	<p style="text-align: center;">methCall</p> $\frac{P, \Gamma \vdash e_0 : c \quad P, \Gamma \vdash e_1 : t'_1 \quad \mathcal{M}(P, c, m) = t \ m(t_1 x) \ \{ e \} \quad P \vdash t'_1 \leq t_1}{P, \Gamma \vdash e_0.m(e_1) : t}$
<p style="text-align: right;">wfClass</p> $\frac{\begin{array}{l} \vdash P \Diamond_u \\ \mathcal{C}(P, c) = \text{class } c \text{ extds } c' \{ \dots \} \\ \forall f : \mathcal{F}(P, c, f) = t_0 \implies P \vdash t_0 \Diamond_t \quad \text{and} \quad \mathcal{F}(P, c', f) = \text{Udf} \\ \forall m : \mathcal{MD}(P, c, m) = \mathcal{M}(P, c, m) = t \ m(t_1 x) \ \{ e \} \implies \\ \quad P \vdash t \Diamond_t \\ \quad P \vdash t_1 \Diamond_t \\ \quad P, t_1 x, c \text{ this} \vdash e : t' \quad P \vdash t' \leq t \\ \quad \mathcal{M}(P, c', m) = \text{Udf} \text{ or } \mathcal{M}(P, c', m) = t \ m(t_1 x) \ \{ e' \} \end{array}}{P \vdash c \Diamond}$	
<p style="text-align: right;">wfProg</p> $\frac{\forall c : \mathcal{C}(P, c) \neq \text{Udf} \implies P \vdash c \Diamond}{\vdash P \Diamond}$	

Appendix B: Outline of JVM00

Syntax

instruction ::= inc | pop | store x | load x | if L | halt

Operational Semantics

$$\begin{array}{c}
 \frac{P[pc] = \text{inc}}{P \vdash pc, f, n : s \rightsquigarrow pc + 1, f, (n + 1) : s} \qquad \frac{P[pc] = \text{pop}}{P \vdash pc, f, v : s \rightsquigarrow pc + 1, f, s} \\
 \\
 \frac{P[pc] = \text{load } x}{P \vdash pc, f, s \rightsquigarrow pc + 1, f[x \mapsto v], s} \qquad \frac{P[pc] = \text{store } x}{P \vdash pc, f, v : s \rightsquigarrow pc + 1, f, s} \\
 \\
 \frac{P[pc] = \text{if } L}{P \vdash pc, f, O : s \rightsquigarrow pc + 1, f, s} \qquad \frac{P[pc] = \text{if } L, \ n \neq 0}{P \vdash pc, f, n : s \rightsquigarrow L, f, s}
 \end{array}$$

The Type System

$$\begin{array}{c}
 \frac{P[i] = \text{inc} \quad F_{i+1} = F_i \quad S_{i+1} = S_i = \text{int} : \alpha \quad i + 1 \in \text{Dom}(P)}{F, S, i \vdash P} \qquad \frac{P[i] = \text{if } L \quad F_{i+1} = F_i = F_L \quad S_{i+1} = t : S_i = t : S_L \quad i + 1 \in \text{Dom}(P), \ L \in \text{Dom}(P)}{F, S, i \vdash P} \\
 \\
 \frac{P[i] = \text{pop} \quad F_{i+1} = F_i \quad S_{i+1} = t : S_i \quad i + 1 \in \text{Dom}(P)}{F, S, i \vdash P} \qquad \frac{P[i] = \text{load } x \quad x \in \text{Dom}(F_i) \quad F_{i+1} = F_i \quad S_{i+1} = F_i[x] : S_i \quad i + 1 \in \text{Dom}(P)}{F, S, i \vdash P} \\
 \\
 \frac{P[i] = \text{store } x \quad x \in \text{Dom}(F_i) \quad F_{i+1} = F_i[x \mapsto t] \quad S_i = t : S_{i+1} \quad i + 1 \in \text{Dom}(P)}{F, S, i \vdash P} \qquad \frac{P[i] = \text{halt}}{F, S, i \vdash P}
 \end{array}$$