



Universidade Estadual de Santa Cruz – UESC

Relatórios de Implementações de p-code Machine para o Proj1d

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Matrícula 201820065

Disciplina Compiladores.

Curso Ciência da Computação

Semestre 2022.2

Ilhéus – BA

2022

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P-Code Machine

O projeto consiste na implementação em C++ de um algoritmo fornecido pelo docente, o mesmo se encontra no site: <http://th.cpp.sh/9nsyz>.

A execução do código segue a regra dos comandos da p-code machine e sua tabela de operações.

Comandos válidos:

LIT 0, a : carrega uma constante a.

OPR 0, a : executa uma operação delimitada entre os intervalos [0,13]..

LOD l, a : Carrega uma variável para o nível l

STO l, a : Armazena uma variável no nível l

CAL l, a : Chama um procedimento no nível l;

INT 0, a : Incrementa o registrador t em a;

JMP 0, a : Pula para a instrução a;

JPC 0, a : Pulo condicional para a instrução a (Se '0' pular, senão ignorar).

Tabela de operações:

Foi considerada a seguinte codificação de operações

Código	Símbolo	Semântica
0	Return	Realiza o retorno de uma subrotina
1	Negate	$x = \text{pop}(); \text{push}(-x)$
2	Add	$x = \text{pop}(); y = \text{pop}(); \text{push}(y+x).$
3	Subtract	$x = \text{pop}(); y = \text{pop}(); \text{push}(y-x).$
4	Multiply	$x = \text{pop}(); y = \text{pop}(); \text{push}(y*x).$
5	Divide	$x = \text{pop}(); y = \text{pop}(); \text{push}(y/x).$
6	Odd?	Testa se o valor no topo da pilha é ímpar.
7	Equal?	$x = \text{pop}(); y = \text{pop}(); \text{push}(y==x).$
8	Not equal?	$x = \text{pop}(); y = \text{pop}(); \text{push}(y!=x).$
9	Less then?	$x = \text{pop}(); y = \text{pop}(); \text{push}(y<x).$
10	Bigger or equal then?	$x = \text{pop}(); y = \text{pop}(); \text{push}(y>=x).$
11	Bigger then?	$x = \text{pop}(); y = \text{pop}(); \text{push}(y>x)$
12	Less or equal then?	$x = \text{pop}(); y = \text{pop}(); \text{push}(y<=x)$

Compilando e Executando

Para a execução não é necessário o uso de nenhuma dependência, basta compila-lo normalmente.

Fatorial(4):

```
$ g++ fat4_rec.cpp -o fat4_rec
```

```
$ ./fat4_rec
```

Fibonacci(5):

```
$ g++ fib5_rec.cpp -o fib5_rec
```

```
$ ./fib5_rec
```

Exercícios e Testes

Fatorial(4):

<code>int fat (int n) {</code>	<code>void main () {</code>
<code> if (n <= 1){</code> <code> return 1;</code> <code> }</code> <code> else{</code> <code> return (n*fat(n-1));</code> <code> }</code>	<code>int value;</code> <code>value = fat(4);</code> <code>return;</code>
<code>}</code>	<code>}</code>

Inputs:

`code[0].f = INT; code[0].l = 0; code[0].a = 4;`

`code[1].f = LIT; code[1].l = 0; code[1].a = 4;`

`code[2].f = STO; code[2].l = 0; code[2].a = 4 + 3;`

`code[3].f = CAL; code[3].l = 0; code[3].a = 6;`

`code[4].f = LOD; code[4].l = 0; code[4].a = 4 + 3;`

`code[5].f = OPR; code[5].l = 0; code[5].a = 0;`

`code[6].f = INT; code[6].l = 0; code[6].a = 4;`

`code[7].f = LOD; code[7].l = 0; code[7].a = 3;`

`code[8].f = LIT; code[8].l = 0; code[8].a = 1;`

`code[9].f = OPR; code[9].l = 0; code[9].a = 12;`

`code[10].f = JPC; code[10].l = 0; code[10].a = 13;`

`code[11].f = STO; code[11].l = 0; code[11].a = 3;`

`code[12].f = OPR; code[12].l = 0; code[12].a = 0;`

code[13].f = LOD; code[13].l = 0; code[13].a = 3;
code[14].f = LIT; code[14].l = 0; code[14].a = 1;
code[15].f = OPR; code[15].l = 0; code[15].a = 3;
code[16].f = STO; code[16].l = 0; code[16].a = 4 + 3;
code[17].f = CAL; code[17].l = 0; code[17].a = 6;
code[18].f = LOD; code[18].l = 0; code[18].a = 4 + 3;

code[19].f = LOD; code[19].l = 0; code[19].a = 3;
code[20].f = OPR; code[20].l = 0; code[20].a = 4;
code[21].f = STO; code[21].l = 0; code[21].a = 3;
code[22].f = OPR; code[22].l = 0; code[22].a = 0;

Output:

start pl/0																						
t	b	p	f	l	a		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
===	===	===	===	===	===		===	===	===	===	===	===	===	===	===	===	===	===	===	===	===	
-1	0	0	INT	0	4	s[] :	0	0	0	0												
3	0	1	LIT	0	4	s[] :	0	0	0	0	4											
4	0	2	STO	0	7	s[] :	0	0	0	0												
3	0	3	CAL	0	6	s[] :	0	0	0	0												
3	4	6	INT	0	4	s[] :	0	0	0	0	0	0	4	4								
7	4	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	4	4							
8	4	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	4	4	1						
9	4	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	4	1							
8	4	10	JPC	0	13	s[] :	0	0	0	0	0	0	4	4								
7	4	13	LOD	0	3	s[] :	0	0	0	0	0	0	4	4	4							
8	4	14	LIT	0	1	s[] :	0	0	0	0	0	0	4	4	4	1						
9	4	15	OPR	0	3	s[] :	0	0	0	0	0	0	4	4	3							
8	4	16	STO	0	7	s[] :	0	0	0	0	0	0	4	4								
7	4	17	CAL	0	6	s[] :	0	0	0	0	0	0	4	4								
7	8	6	INT	0	4	s[] :	0	0	0	0	0	0	4	4	4	4	18	3				
11	8	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	3			
12	8	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	3	1		
13	8	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	1			
12	8	10	JPC	0	13	s[] :	0	0	0	0	0	0	4	4	4	4	18	3				
11	8	13	LOD	0	3	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	3			
12	8	14	LIT	0	1	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	3	1		
13	8	15	OPR	0	3	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	2			
12	8	16	STO	0	7	s[] :	0	0	0	0	0	0	4	4	4	4	18	3				
11	8	17	CAL	0	6	s[] :	0	0	0	0	0	0	4	4	4	4	18	3				
11	12	6	INT	0	4	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	8	8	18	2
15	12	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	8	8	18	2
16	12	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	4	4	4	18	3	8	8	18	2
17	12	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	4	4	4	18	3				

Fibonacci(5):

int fib (int n) {	void main () {
if (n <= 1) { return n; } else { return (fib(n-1) + fib(n-2)); }	int value; value = fib(5); return;
}	}

Inputs:

code[0].f = INT; code[0].l = 0; code[0].a = 4;

code[1].f = LIT; code[1].l = 0; code[1].a = 5;

code[2].f = STO; code[2].l = 0; code[2].a = 4 + 3;

code[3].f = CAL; code[3].l = 0; code[3].a = 6;

code[4].f = LOD; code[4].l = 0; code[4].a = 4 + 4;

code[5].f = OPR; code[5].l = 0; code[5].a = 0;

code[6].f = INT; code[6].l = 0; code[6].a = 5;

code[7].f = LOD; code[7].l = 0; code[7].a = 3;

code[8].f = LIT; code[8].l = 0; code[8].a = 1;

code[9].f = OPR; code[9].l = 0; code[9].a = 12;

code[10].f = JPC; code[10].l = 0; code[10].a = 14;

code[11].f = LOD; code[11].l = 0; code[11].a = 3;

code[12].f = STO; code[12].l = 0; code[12].a = 4;

code[13].f = OPR; code[13].l = 0; code[13].a = 0;

code[14].f = LOD; code[14].l = 0; code[14].a = 3;
code[15].f = LIT; code[15].l = 0; code[15].a = 1;
code[16].f = OPR; code[16].l = 0; code[16].a = 3;
code[17].f = STO; code[17].l = 0; code[17].a = 5 + 3;
code[18].f = CAL; code[18].l = 0; code[18].a = 6;
code[19].f = LOD; code[19].l = 0; code[19].a = 5 + 4;
code[20].f = STO; code[20].l = 0; code[20].a = 4;
code[21].f = LOD; code[21].l = 0; code[21].a = 3;
code[22].f = LIT; code[22].l = 0; code[22].a = 2;
code[23].f = OPR; code[23].l = 0; code[23].a = 3;
code[24].f = STO; code[24].l = 0; code[24].a = 5 + 3;
code[25].f = CAL; code[25].l = 0; code[25].a = 6;
code[26].f = LOD; code[26].l = 0; code[26].a = 5 + 4;
code[27].f = LOD; code[27].l = 0; code[27].a = 4;
code[28].f = OPR; code[28].l = 0; code[28].a = 2;
code[29].f = STO; code[29].l = 0; code[29].a = 4;
code[30].f = OPR; code[30].l = 0; code[30].a = 0;

Output:

start pl/0																														
t	b	p	f	l	a		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14									
====	====	====	====	====	====	====	====	====	====	====	====	====	====	====	====	====	====	====	====	====	====	====								
-1	0	0	INT	0	4	s[] :	0	0	0	0	0																			
3	0	1	LIT	0	5	s[] :	0	0	0	0	5																			
4	0	2	STO	0	7	s[] :	0	0	0	0	0																			
3	0	3	CAL	0	6	s[] :	0	0	0	0	0																			
3	4	6	INT	0	5	s[] :	0	0	0	0	0	0	4	5	0															
8	4	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	5														
9	4	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	5	1													
10	4	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	5	0	1														
9	4	10	JPC	0	14	s[] :	0	0	0	0	0	0	4	5	0															
8	4	14	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	5														
9	4	15	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	5	1													
10	4	16	OPR	0	3	s[] :	0	0	0	0	0	0	4	5	0	4														
9	4	17	STO	0	8	s[] :	0	0	0	0	0	0	4	5	0	4														
8	4	18	CAL	0	6	s[] :	0	0	0	0	0	0	4	5	0															
8	9	6	INT	0	5	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0										
13	9	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0										
14	9	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	4	1								
15	9	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	1									
14	9	10	JPC	0	14	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0										
13	9	14	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	4									
14	9	15	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	4	1								
15	9	16	OPR	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	3									
14	9	17	STO	0	8	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0										
13	9	18	CAL	0	6	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0										
13	14	6	INT	0	5	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0					
18	14	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	3				
19	14	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	3	1			
20	14	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	1				
19	14	10	JPC	0	14	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0					
18	14	14	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	3				
19	14	15	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	3	1			
20	14	16	OPR	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	2				
19	14	17	STO	0	8	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0					
18	14	18	CAL	0	6	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0					
18	19	6	INT	0	5	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0					
23	19	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
24	19	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
25	19	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
24	19	10	JPC	0	14	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
23	19	14	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
24	19	15	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
25	19	16	OPR	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
24	19	17	STO	0	8	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
23	19	18	CAL	0	6	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
23	24	6	INT	0	5	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
28	24	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
29	24	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
30	24	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
29	24	10	JPC	0	14	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
28	24	11	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
29	24	12	STO	0	4	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
28	24	13	OPR	0	0	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
23	19	19	LOD	0	9	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
24	19	20	STO	0	4	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
23	19	21	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
24	19	22	LIT	0	2	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
25	19	23	OPR	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	0
23	24	6	INT	0	5	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	1
28	24	7	LOD	0	3	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	1
29	24	8	LIT	0	1	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	1
30	24	9	OPR	0	12	s[] :	0	0	0	0	0	0	4	5	0	4	4	19	4	0	9	9	19	3	0	14	14	19	2	1
29	24	10	JPC	0	14	s[] :	0	0	0	0	0	0																		

```
19 14 24 STO 0 8 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1
18 14 25 CAL 0 6 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1
18 19 6 INT 0 5 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 14 14 26 0 1
23 19 7 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 14 14 26 0 1 0
24 19 8 LIT 0 1 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 14 14 26 0 1 0 1
25 19 9 OPR 0 12 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 14 14 26 0 1 0
24 19 10 JPC 0 14 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 14 14 26 0 1
23 19 11 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 14 14 26 0 1 0
24 19 12 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 14 14 26 0 0
23 19 13 OPR 0 0 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1
18 14 26 LOD 0 9 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 0
19 14 27 LOD 0 4 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 0 1
20 14 28 OPR 0 2 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1 1
19 14 29 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 9 9 26 2 1
18 14 30 OPR 0 0 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2
13 9 26 LOD 0 9 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 1
14 9 27 LOD 0 4 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 1 2
15 9 28 OPR 0 2 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 2 3
14 9 29 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 0 4 4 19 4 3
13 9 30 OPR 0 0 s[] : 0 0 0 0 0 0 0 4 5 0
8 4 19 LOD 0 9 s[] : 0 0 0 0 0 0 0 4 5 0 3
9 4 20 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 3
8 4 21 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 5
9 4 22 LIT 0 2 s[] : 0 0 0 0 0 0 0 4 5 3 5 2
10 4 23 OPR 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 3
9 4 24 STO 0 8 s[] : 0 0 0 0 0 0 0 4 5 3
8 4 25 CAL 0 6 s[] : 0 0 0 0 0 0 0 4 5 3
8 9 6 INT 0 5 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3
13 9 7 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 3
14 9 8 LIT 0 1 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 3 1
15 9 9 OPR 0 12 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 1
14 9 10 JPC 0 14 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3
13 9 14 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 3
14 9 15 LIT 0 1 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 3 1
15 9 16 OPR 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 2
14 9 17 STO 0 8 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3
13 9 18 CAL 0 6 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3
13 14 6 INT 0 5 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
18 14 7 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 2
19 14 8 LIT 0 1 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 2 1
20 14 9 OPR 0 12 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 1
19 14 10 JPC 0 14 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 1
18 14 14 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 2
19 14 15 LIT 0 1 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 2 1
20 14 16 OPR 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 1
19 14 17 STO 0 8 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
18 14 18 CAL 0 6 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
18 19 6 INT 0 5 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 19 1 0
23 19 7 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 19 1 0 1
24 19 8 LIT 0 1 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 19 1 0 1 1
25 19 9 OPR 0 12 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 19 1 0 0
24 19 10 JPC 0 14 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 19 1 0
23 19 11 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 19 1 0 1
24 19 12 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 19 1 1
23 19 13 OPR 0 0 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
18 14 19 LOD 0 9 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 1
19 14 20 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
18 14 21 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 2
19 14 22 LIT 0 2 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 2 2
20 14 23 OPR 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 0
19 14 24 STO 0 8 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
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14 25 CAL 0 6 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
19 6 INT 0 5 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 26 0 1
23 19 7 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 26 0 1 0
24 19 8 LIT 0 1 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 26 0 1 0 1
25 19 9 OPR 0 12 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 26 0 1 0
24 19 10 JPC 0 14 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 26 0 1
23 19 11 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 26 0 1 0
24 19 12 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 14 14 26 0 0
23 19 13 OPR 0 0 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
18 14 26 LOD 0 9 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 0
19 14 27 LOD 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 0 1
20 14 28 OPR 0 2 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1 1
19 14 29 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 9 9 19 2 1
18 14 30 OPR 0 0 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3
13 9 19 LOD 0 9 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 3 1
14 9 20 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1
13 9 21 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 3
14 9 22 LIT 0 2 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 3 2
15 9 23 OPR 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 1
14 9 24 STO 0 8 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1
13 9 25 CAL 0 6 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1
13 14 6 INT 0 5 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 9 9 26 1 1
18 14 7 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 9 9 26 1 1 1
19 14 8 LIT 0 1 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 9 9 26 1 1 1 1
20 14 9 OPR 0 12 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 9 9 26 1 1 0
19 14 10 JPC 0 14 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 9 9 26 1 1
18 14 11 LOD 0 3 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 9 9 26 1 1 1
19 14 12 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 9 9 26 1 1
18 14 13 OPR 0 0 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1
13 9 26 LOD 0 9 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 1
14 9 27 LOD 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 1 1
15 9 28 OPR 0 2 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 1 2
14 9 29 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 4 4 26 3 2
13 9 30 OPR 0 0 s[] : 0 0 0 0 0 0 0 4 5 3
8 4 26 LOD 0 9 s[] : 0 0 0 0 0 0 0 4 5 3 2
9 4 27 LOD 0 4 s[] : 0 0 0 0 0 0 0 4 5 3 2 3
10 4 28 OPR 0 2 s[] : 0 0 0 0 0 0 0 4 5 3 5
9 4 29 STO 0 4 s[] : 0 0 0 0 0 0 0 4 5 5
8 4 30 OPR 0 0 s[] : 0 0 0 0 0
3 0 4 LOD 0 8 s[] : 0 0 0 0 5
4 0 5 OPR 0 0 s[] :
```

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===
t b p f l a 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
end pl/0
xit code: 0 (normal program termination)
```

Link para download

Código fonte e exemplos encontram-se para download no seguinte link:
<https://github.com/MatBrands/Compiladores/tree/master/Atividade%2003>

Referências

https://en.wikipedia.org/wiki/P-code_machine

<https://homepages.cwi.nl/~steven/pascal/book/10pcode.html>

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