```
7.1
                                              44
                            ab@c+*
                                                  A := B * (-C + D)
(1) a*(-b+c)
                            abcde / + * +
2 a+b*(c+d/e)
                                                   T1 := @C
3 -a+b*(-c+d)
                            e@bc@d + * +
                                                   T2 := T1 + D
                                                   T3:= B *T2
( not A or not ( Cornot D)
                          A not C DAGS or NOT or
(B) (A and B) or (AFC or D)
                                                    A := T3
                          ABand Cair Dor or
(A or B) and (C or not D and E) ABOYC DART E ond or and
( if (x+y) = z = 0 then (axb) 1 c else at b1 c
                                              4.6
                                                 A or (B and not (C or D))
                xy+2 x 0 = ab+ct abc11 if then alse
                                              (0)
                                                     (jnz, A, -, 0)
7.3
                                               U)
                                                                        if A good D
- (a+b) * (c+d) - (a+b+c)
                                                     (j, -, -, 3)
                                                                        900-0 3
 四元式序列:
                                                     (jnz, B, -, 5)
                                                                        if B goto 5
                                               (3)
       op and and result
                                                    (j, -, -, o)
                                               (4)
                                                                        goro O
  (1) (+, a, b, T1)
                                                     (jnz, C, -,4)
                                                                         if C goto 4
                                               (5)
       (@, T_1, -, T_2)
                                                     (j. - , - , 4)
                                               (6)
                                                                        goto 9
       (+, c , d , T<sub>3</sub> )
                                                     (jnz, D, -, 5)
                                               (4)
                                                                         if D gotos
       (*, T2, T3, T4)
  (4)
                                                     (i, -, -, 1)
                                                (8)
                                                                        goto 1.
  (5) (+, a, b, Ts)
     (+, T;, c, T;)
                                              4.7
  (9) (-, T_4, T_6, T_9)
                                                   while A < C and B < D
                                                      if A=1 then
 三元式序码:
                                                         C := C + 1
       op. arg1 arg2
 (1) (+, a, b)
                                                      else
                                                        while A ≤ D do
 (2) (@,(1), -)
 (3) (+, c, d)
                                                          A:=A+2;
 (4) ( × , (2) , (3) )
                                               (1) (j< , A , C , 3)
(t) (+, a, b)
                                                                        if A < c quto 3
 (6) (+, (b), c)
                                               (2) (\dot{x}, -, -, 16)
                                                                         g0TO 16
                                               (1) (j<, B, D, 5)
 (4) (-, (5), (4))
                                                                        if BED gotos
                                               (4) (j, -, -, 16)
                                                                         goto 16
                                              (s) (j=, A, 1, 4)
间接三玩车列 :
                           间接码表
                                                                         if A = 1 goto 7
(1) (+, a, b)
                             (1)
                                               (6) (i, - - , 10)
                                                                         goto LO
(2) (@, (1), -)
                             (21
                                               (4) (+, c, 1, T1)
                                                                         T1 = C+ 1
 (3) (+, c, d)
                                               (9) (:=,T1,-,c)
                             (3)
                                                                         c = T1
 (4) (×, (z), (3))
                                               (9) (\frac{1}{2}, -, -, 1)
                             (4)
                                                                         got~ 1
                                               (10) ( ≥ , A , D , 12)
 (F) (+, (L), c)
                             (4)
                                                                         if A 50 goto 12
 (6) (-, (4), (F))
                             ($)
                                               (11) (i, -, -, 1)
                                                                         goto 1
                                               (12) (+, A, 2, T2)
                             (6)
                                                                          T2 = A +2
                                               (43) (:=, T2, -, A)
                                               (14) (j, -, -, 10)
                                                                          goto 10
                                               (45) (j, -, -, 1)
                                                                          goto 1
                                               (16)
```