Group5 - Complier Construction

Members:

1.

2.

3.

4.

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```
>> a = 5 + 3;
Symbol Table:
Name: a, Type: int, Scope: 0
assign
        identifier:a
        add
                number:5
                number:3
>> b = a * 2;
Symbol Table:
Name: b, Type: int, Scope: 0
Name: a, Type: int, Scope: 0
assign
        identifier:b
        mul
                identifier:a
                number:2
>> c = b - 1;
Symbol Table:
Name: c, Type: int, Scope: 0
Name: b, Type: int, Scope: 0
Name: a, Type: int, Scope: 0
assign
        identifier:c
        sub
                identifier:b
                number:1
```

```
>> if (a > 3) b = 10 else b = 20;
Symbol Table:
Name: b, Type: int, Scope: 0
Name: b, Type: int, Scope: 0
if_else
        gt
                identifier:a
                number:3
        assign
                identifier:b
                number:20
>>
```

```
>> x = 1;
Symbol Table:
Name: x, Type: int, Scope: 0
Name: b, Type: int, Scope: 0
Name: b, Type: int, Scope: 0
assign
        identifier:x
        number:1
>> y = 2;
Symbol Table:
Name: y, Type: int, Scope: 0
Name: x, Type: int, Scope: 0
Name: b, Type: int, Scope: 0
Name: b, Type: int, Scope: 0
assign
        identifier:y
        number:2
>> z = x + y;
Symbol Table:
Name: z, Type: int, Scope: 0
Name: y, Type: int, Scope: 0
Name: x, Type: int, Scope: 0
Name: b, Type: int, Scope: 0
Name: b, Type: int, Scope: 0
assign
        identifier:z
        add
                identifier:x
                identifier:y
>>
```