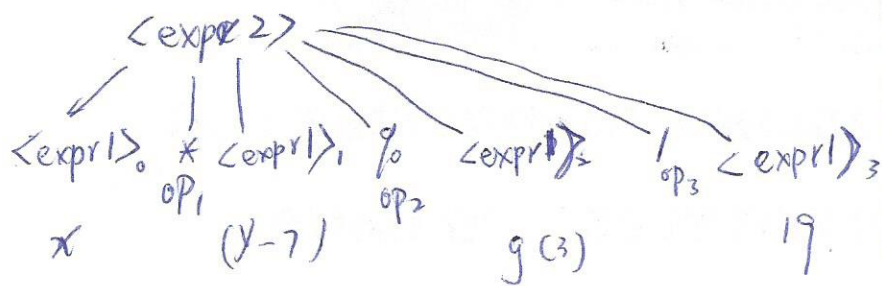


Example of an $\langle \text{expr2} \rangle$:

$x * (y - 7) \% g(3) / 19$



Variable
Assume: x is static with address 3
Variable y is local with stack frame offset +4
 g is a method whose code starts at address 29.

In this example

$\langle \text{expr2} \rangle.\text{code} = \langle \text{expr1} \rangle_0.\text{code}$

PUSHSTATADDR 3.

LOADFROMADDR

$\langle \text{expr1} \rangle_2.\text{code}$

~~PUSH~~ PUSHSTATADDR 4.

LOADFROMADDR.

PUSHNUM 7

SUB

MUL

~~<expr>~~ $op_1.\text{instr}$

$\langle \text{expr1} \rangle_2.\text{code}$

PUSHSUM 3

PASSPARAM.

CALLSTATMETHOD 29

$op_2.\text{instr}$

MOD

$\langle \text{expr1} \rangle_3.\text{code}$

PUSHNUM 19

$op_3.\text{instr}$

~~RA~~ DIV

new ADDinstr() generates ADD.

~~new PUSHNUMINST~~

new PUSHNUMinstr(23) generates PUSHNUM 23.

new WRITESTRINGinstr(4, 12) generates 4 12.

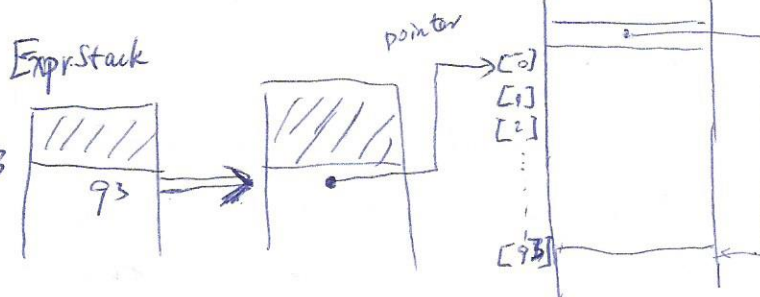
@ in $\langle \text{expr2} \rangle$ while t ge

See Parse AND Translator.java.Txt. $\langle \text{expr2} \rangle$ changes.

new int[93]

Code generated:

<expr3>.code = PUSHNUM 93
HEAPALLOC



while (x < 4) {

Instruction: get NextCodeAddress()

returns the code memory address of the next instruction to be generated

The method whileStmt() should:

1. Save Instruction.getNextCodeAddress() in an int variable a before calling expr1().
2. Generate the JumpOnFalse using something like:

JUMPONFALSEinstr jFinstr = new JUMPONFALSEinstr(Instruction.OPERAND
_NOT_YET_KNOWN)

3. After calling statement(), generate

JUMP a

using the variable a of 1.

4. Fix up the JUMPONFALSE using

jFinstr.fixUpOperand(Instruction.getNextCodeAddress()).

Assignment Or/Invoc.:

x = 19; PUSHSTA ADDR 3
 PUSHNUM 19
 SAVE TO ADDR }