B1.

B2.

```
C [[ x := 3 ]]
                                                    C [[ y := 1]]
= C [[ 3 ]]; pop M[ x ];
                                                  = C [[ 1 ]]; pop M[ y ];
= push 3; pop M[x];
                                                  = push 1; pop M[ y ];
 C [[ while (x > 0) do (y := y * x; x := x - 1) ]]
= lab 1; C [[x > 0]]; jz 2; C [[y := y * x]]; C [[x := x - 1]]; jmp 1; lab 2;
= lab 1; C [[ x ]]; C [[ 0 ]]; gt; jz 2; C [[ y * x ]]; pop M[ y ]; C [[ x - 1 ]]; pop M[ x ]; jmp 1; lab 2;
= lab 1; push M[x]; push 0; gt; jz 2; C [[y]]; C [[x]]; mul; pop M[y]; C [[x]]; C [[1]]; sub;
pop M[ x ]; jmp 1; lab 2;
= lab 1; push M[ x ]; push 0; gt; jz 2; push M[ y ]; push M[ x ]; mul; pop M[ y ];
push M[ x ]; push 1; sub; pop M[ x ]; jmp 1; lab 2;
Answer:
push 3; pop M[ x ]; push 1; pop M[ y ]; lab 1; push M[ x ]; push 0; gt; jz 2; push M[ y ];
push M[ x ]; mul; pop M[ y ]; push M[ x ]; push 1; sub; pop M[ x ]; jmp 1; lab 2; hlt
```

Ramel Cary B. Jamen CSC145 CS3 Programming Languages

B3.

```
a).

x := 32;

y := 6;

rem := 0;

while x >= y do (

x := x - y;

rem := x;

)
```

b).

```
C [[ x := 32 ]]
                                    C [[ y := 6]]
                                                                      C [[ rem := 0]]
= C [[ 32 ]]; pop M[ x ];
                                  = C [[ 6 ]]; pop M[ y ];
                                                                    = C [[ 0 ]]; pop M[ rem ];
= push 32; pop M[ x ];
                                  = push 6; pop M[ y ];
                                                                    = push 0; pop M[ rem ];
 C [[ while (x \ge y) do (x := x - y; rem := x) ]]
= lab 1; C [[ x >= y ]]; jz 2; C [[ x := x - y]]; C [[ rem := x]]; jmp 1; lab 2;
= lab 1; C [[ x ]]; C [[ y ]]; ge; jz 2; C [[ x - y ]]; pop M[ x ]; C [[ x ]]; pop M[ rem ]; jmp 1; lab 2;
= lab 1; push M[ x ]; push M[ y ]; ge; jz 2; C [[ x ]]; C [[ y ]]; sub; pop M[ x ]; push M[ x ];
pop M[ rem ]; jmp 1; lab 2;
= lab 1; push M[ x ]; push M[ y ]; ge; jz 2; push M[ x ]; push M[ y ]; sub; pop M[ x ]; push M[
x ]; pop M[ rem ]; jmp 1; lab 2;
Answer:
push 32; pop M[ x ]; push 6; pop M[ y ]; push 0; pop M[ rem ]; lab 1; push M[ x ];
```

```
push 32; pop M[ x ]; push 6; pop M[ y ]; push 0; pop M[ rem ]; lab 1; push M[ x ]; push M[ y ]; ge; jz 2; push M[ x ]; push M[ y ]; sub; pop M[ x ]; push M[ x ]; pop M[ rem ]; jmp 1; lab 2; hlt
```