

# Practical 6

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## Aim

To generate Three Address code for the assignment statement.

## Code

## Input

Practical-6.l file

```
%{  
  
#include <stdio.h>  
#include <stdlib.h>  
#include "y.tab.h"  
  
%}  
  
%%  
[0-9]+ {yylval.symbol = yytext[0]; return NUMBER;}  
[a-zA-Z]+ {yylval.symbol=yytext[0]; return LETTER;}  
[();] {return yytext[0];}  
\n {return 0;}  
  
. {return yytext[0];}  
%%  
  
yywrap(){  
    return 1;  
}
```

## Practical-6.y file

```
%{  
  
#include <stdio.h>  
#include <stdlib.h>  
#include <string.h>  
  
void convertToThreeAddressCode();  
char addToTable(char, char, char);  
int i = 0;  
char tmp='1';  
struct exp{  
    char op1, op2, op;  
};  
  
%}  
  
%union  
{  
    char symbol;  
}  
  
%token <symbol> LETTER NUMBER  
%type <symbol> expr  
%left '+' '-'  
%left '*' '/' %'  
%%  
  
stmt: LETTER '=' expr ';' {addToTable($1, '=', $3);}  
    | expr ';' ;  
  
expr: expr '/' expr {$$ = addToTable($1, '/', $3);}  
    | expr '*' expr {$$ = addToTable($1, '*', $3);}  
    | expr '%' expr {$$ = addToTable($1, '%', $3);}  
    | expr '+' expr {$$ = addToTable($1, '+', $3);}  
    | expr '-' expr {$$ = addToTable($1, '-', $3);}  
    | '(' expr ')' {$$ = (char)$2;}  
    | NUMBER {$$=$1;}  
    | LETTER {$$=$1;}  
    ;  
  
%%  
  
yyerror(char *s){  
    printf("%s", s);  
    exit(0);  
}
```

```

}

struct exp code[20];

char addToTable(char op1,char op,char op2){
    code[i].op1=op1;
    code[i].op=op;
    code[i].op2=op2;

    i++;
    return tmp++;
}

void convertToThreeAddressCode(){
    printf("\n\n\t\tTHREE ADDRESS CODE \n\n");
    int cnt=0;

    char tmp='1';
    while(cnt < i){
        if(code[cnt].op != '=')
            printf("\t\t%c : = \t",tmp++);

        if(isalpha(code[cnt].op1))
            printf("\t%c\t",code[cnt].op1);
        else if(code[cnt].op1 >='1' && code[cnt].op1 <='9')
            printf("\t\t%c\t",code[cnt].op1);

        printf("%c",code[cnt].op);

        if(isalpha(code[cnt].op2))
            printf("\t%c\n",code[cnt].op2);
        else if(code[cnt].op2 >='1' && code[cnt].op2 <='9')
            printf("\t\t%c\n",code[cnt].op2);

        cnt++;
    }
}

main(){
    printf("\nEnter the expression \n");
    yyparse();
    convertToThreeAddressCode();
}

```

## Output

```
(base) rajat@rajat-VivoBook-S14-X430UA:/Rajat1/Books/Compiler Construction/Practicals/Practical6$ flex Practical-6.l
(base) rajat@rajat-VivoBook-S14-X430UA:/Rajat1/Books/Compiler Construction/Practicals/Practical6$ yacc Practical-6.y -d
(base) rajat@rajat-VivoBook-S14-X430UA:/Rajat1/Books/Compiler Construction/Practicals/Practical6$ gcc lex.yy.c y.tab.c -w
(base) rajat@rajat-VivoBook-S14-X430UA:/Rajat1/Books/Compiler Construction/Practicals/Practical6$ ./a.out

Enter the expression
x=a+(b/c*(d+e));

      THREE ADDRESS CODE

t1 :=      b      /      c
t2 :=      d      +      e
t3 :=      t1     *      t2
t4 :=      a      +      t3
x    =      t4
```

## Conclusion

Implemented algorithm to convert the expression to three address code.  
Learned about how expressions are converted to three address code which is further used for conversion to assembly code.