



# **Compilers Project**

Name	ID
Rana Mostafa	1142309
Fady Nasser	1142158
Taghreed Hassan Ahmed	1142163
Chahira Hamza	11417005

#### **Project Overview:**

A simple compiler using Lex and Yacc programming languages with simple GUI where you can declare variables, constant and use Mathematical and logical expressions, Assignment statement, If-then-else statement, while loops, repeat-until loops, for loops, switch statement and also you can write Block structure (nested scopes where variables may be declared at the beginning of blocks).

#### **Tools and Technologies used:**

- Flex
- Bison
- Dev-Cpp (GCC)
- Visual studio C#

### List of tokens and a description of each.

Token	Description
{	OBRACE
{	EBRACE
(	ORBRACKET
	ERBRACKET
,	SEMICOLON
:	COLON
,	COMMA
++	INCREMENT
	DECREMENT
+=	PLUS EQUAL
-=	MINUS EQUAL
*=	MULTIPLY EQUAL
/=	DIVIDE EQUAL
>	GREATER THAN
<	LESS THAN
>=	GREATER THAN OR EQUAL
<=	LESS THAN OR EQUAL
==	EQUILTY CONDITION
!=	NOT EQUAL
+	PLUS

-	MINUS
*	MULTIPLY
/	DIVIDE
۸	POWER
=	ASSIGN
%	Get REMAINDER
&&	AND
	OR
!	NOT
while	WHILE LOOP
for	for LOOP
if	If condition
else	else
print	PRINT
bool	BOOLEAN
int	INTEGER
float	FLOAT
double"	DOUBLE
long	LONG
char	CHAR;
string	STRING
const	CONSTANT
do	DO
break	BREAK
switch	SWITCH
case	CASE
false	FALSE
true	TRUE
default	DEFAULT
return	RETURN

#### List of the language production rules:

```
INT {$$=0;}
Type:
         | FLOAT { $$=1; }
         I CHAR {$$=2:}
         | STRING {$$=3;}
         | BOOL {$$=4;}
Constant : CONST INT
                                 {$$=5:}
           | CONST FLOAT
                                {$$=6;}
           | CONST CHAR
                                {$$=7;}
           | CONST STRING
                                 {SS=8:}
           | CONST BOOL
no declaration: FLOATNUMBER
                                                         { char c[] = {}; ftoa($1, c, 6); $$ = con(c, 1); }
        | INTEGERNUMBER
                                                         { char c[] = {}; itoa($1, c, 10); $$ = con(c, 0); }
         | IDENTIFIER
                                                         { $$ = getId($1,brace); }
         | no declaration PLUS no declaration { $$ = opr(PLUS, 2, $1, $3); }
         | no_declaration MINUS no_declaration {$$= opr(MINUS,2,$1,$3);}
         | no_declaration MUL no_declaration {$$= opr(MUL, 2 ,$1,$3);}
        | no_declaration DIV no_declaration {$$= opr(DIV, 2 ,$1,$3);}
| no_declaration REM no_declaration {$$= opr(REM, 2 ,$1,$3);}
| no_declaration POWER no_declaration {$$= opr(POWER, 2 ,$1,$3);}
| MINUS no_declaration &prec UMINUS {$$= opr(UMINUS, 1, $2);}
         | IDENTIFIER INCREMENT
                                                        {$$=opr(INCREMENT,1,$1);}
         | IDENTIFIER DECREMENT
                                                        {$$=opr(DECREMENT,1,$1);}
         | ORBRACKET no declaration ERBRACKET {$$=$2;}
increments: IDENTIFIER INCREMENT
                                                             {$$=opr(INCREMENT,1,$1);}
          | IDENTIFIER DECREMENT
                                                            {$$=opr(DECREMENT,1,$1);}
          | IDENTIFIER DECREMENT | {$$=opr(DECREMENT,1,$1);} | IDENTIFIER PEQUAL no_declaration | {$$=opr(PEQUAL, 2,$1,$3);} | IDENTIFIER MULEQUAL no_declaration | {$$=opr(MEQUAL, 2,$1,$3);} | IDENTIFIER DIVEQUAL no_declaration | {$$=opr(MULEQUAL, 2,$1,$3);} | IDENTIFIER DIVEQUAL no_declaration | {$$=opr(DIVEQUAL, 2,$1,$3);}
forExpression : increments
                                                                 {$$=$1;}
                   | IDENTIFIER ASSIGN no declaration {$$ = opr(ASSIGN, 2, getId($1,brace), $3);};
booleanExpression: expression AND expression { $$ = opr(AND, 2, $1, $3); }
               | expression OR expression
                                                                \{ \$\$ = opr(OR, 2, \$1, \$3); \}
                                                                 \{ \$\$ = opr(NOT, 1, \$2); \}
               | NOT expression
               | DataTypes GREATER DataTypes
                                                                { $$ = opr(GREATER, 2, $1, $3); }
               | DataTypes LESS DataTypes
                                                                { $$ = opr(LESS, 2, $1, $3); }
               | DataTypes GE DataTypes
                                                                { $$ = opr(GE, 2, $1, $3); }
               | DataTypes LE DataTypes
                                                               { $$ = opr(LE, 2, $1, $3); }
               | DataTypes NE DataTypes
                                                               { $$ = opr(NE, 2, $1, $3); }
                                                      { $$ = Opr(EQ, 2, $1, $3); }
               | DataTypes EQ DataTypes
               | ORBRACKET booleanExpression ERBRACKET { $$ = $2; }
```

```
stmt: Type IDENTIFIER SEMICOLON %prec IFX
                                                        {$$=id(indexCount,$1,brace,Accepted,$2);printf("Declaration\n");indexCount++;}
      | IDENTIFIER ASSIGN expression SEMICOLON
                                                         {$$ = opr(ASSIGN,2, getId($1,brace), $3); printf("Assignment\n");}
      | Type IDENTIFIER ASSIGN expression SEMICOLON
                                                        {$$ = opr(ASSIGN,2, id(indexCount,$1,brace,Accepted,$2), $4); indexCount++; printf
      | Constant IDENTIFIER ASSIGN expression SEMICOLON
                                                       { $$ = opr(ASSIGN,2, id(indexCount,$1,brace,Constant,$2), $4); indexCount++;printf(
      | increments SEMICOLON
                                                        {$$=$1; printf("Increments\n");}
                                                       \{\$\$ = opr(WHILE, 2, \$3, \$5); printf("While loop\n");\}
      | WHILE ORBRACKET expression ERBRACKET stmt
      | DO braceScope WHILE ORBRACKET expression ERBRACKET SEMICOLON {$$ = opr(DO,2, $2, $5);printf("Do while\n");}
      | FOR ORBRACKET INT IDENTIFIER ASSIGN INTEGERNUMBER SEMICOLON
       expression SEMICOLON
       forExpression ERBRACKET
       braceScope
                                                    {char c[] = {}; itoa($6, c, 10);$$ = opr(FOR,4, opr(ASSIGN, 2, getId($4,brace), con(c, 0
      | IF ORBRACKET expression ERBRACKET braceScope %prec IFX
                                                           {$$ = opr(IF, 2, $3, $5);printf("If statement\n");}
      | SWITCH ORBRACKET IDENTIFIER ERBRACKET switchScope
                                                           {$$ = opr(SWITCH, 2, $3, $5);printf("Switch case\n");}
      | PRINT expression SEMICOLON
                                                            {$$ = opr(PRINT, 1, $2); printf("Print\n");}
      | braceScope
                                                          {$$=$1; printf("New braces scope\n");}
 DataTypes:no declaration
                               { SS = S1; }
          CHARACTER
                              • { $$ = con($1, 2); }
          | FALSE
                                   { $$ = con("false", 4); }
                                   { $$ = con("true", 4); }
          I TRUE
          TEXT
                                   \{ \$\$ = con(\$1, 3); \};
                                                { $$ = $1; }
 expression: DataTypes
            | booleanExpression
                                               { $$ = $1; };
 caseExpression: DEFAULT COLON stmtlist BREAK SEMICOLON
                                                                      { $$ = opr(DEFAULT, 2, $3, opr(BREAK, 0)); }
          | CASE INTEGERNUMBER COLON stmtlist BREAK SEMICOLON caseExpression { char c[] = {}; itoa($2, c, 10);
```

## List of the quadruples and a short description of each:

Quadruple	Description
mov R1, v	Move value to R1
Jnz L	Jump to label L if equal zero
jmp Label	Unconditional jump to Label L
neg R1, R2	R1=-R2
add R3, R2, R1	R3=R1+R2
sub R3, R2, R1	R3=R1-R2
mul R3, R2, R1	R3=R1*R2
div R3, R2, R1	R3=R1/R2
power R3, R2, R1	R3=R1 POW R2
compGREATER R3, R2, R1	Compare if R1 > R2 and result in R3
compLESS R3, R2, R1	Compare if R1 < R2 and result in R3
compGE R3, R2, R1	Compare if R1 >= R2 and result in R3
compLE R3, R2, R1	Compare if R1 <= R2 and result in R3
compNE R3, R2, R1	Compare if R1 != R2 and result in R3
compEQ R3, R2, R1	Compare if R1 == R2 and result in R3
inc R1	Value in R1++
dec R1	Value in R1
add R3, R2, R1	x+=2
mov v, R1	Assign x=2