Name: Spandan Mukherjee

Subject: Compiler Design Lab

Experiment 7: Implementation of Code Optimization (Constant Folding)

Code:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

#define MAX_LINE_LENGTH 50



typedef enum {
    OPERATOR_ADD,
    OPERATOR_SUB,
    OPERATOR_ASSIGN,
} OperatorType;



typedef struct {
    int index;
    char variable;
    int value;
    OperatorType op;
} Instruction;



int main() {
    Instruction instructions[4];
    char line[MAX_LINE_LENGTH];



    // Read input instructions
    for (int i = 0; i < 4; i++) {
        fgets(line, MAX_LINE_LENGTH, stdin);
        sscanf(line, "%d %c %d %c", &instructions[i].index, &instructions[i].variable,
&instructions[i].value, &instructions[i].op);
    }



    // Perform constant folding
    int a, b;
    for (int i = 0; i < 4; i++) {
        if (instructions[i].op == OPERATOR_ADD || instructions[i].op == OPERATOR_SUB) {
            // Check if both operands are constants
```

```
            if (instructions[i].variable == '#' && instructions[i + 1].variable == '#') {
                a = instructions[i].value;
                b = instructions[i + 1].value;
                // Evaluate the operation
                if (instructions[i].op == OPERATOR_ADD) {
                    instructions[i + 1].value = a + b;
                } else {
                    instructions[i + 1].value = a - b;
                }
                // Remove the current instruction
                instructions[i].op = OPERATOR_ASSIGN;
                instructions[i + 1].variable = 'c';
            }
        }
    }



    // Output optimized instructions
    for (int i = 0; i < 4; i++) {
        if (instructions[i].op == OPERATOR_ASSIGN) {
            printf("\n");
            printf("%d c #%d =", instructions[i].index, instructions[i + 1].value);
        } else {
            printf("\n");
            printf("%d c #%d =\n", instructions[i].index,instructions[i + 1].value);
        }
    }



    return 0;
}
```

Output: