Function

When calling a function, first we need to check the number of actual and formal parameters, which shall be equal. Unless the function is elliptic, in which case the actual parameter list can be longer.

Each regular actual parameter is transformed to the type of the formal parameter, and each extra actual parameter is subjected to the type promotion described in Section **Fel! Hittar inte referenskälla.**. Unless the return type is void, we place the result value in a temporary symbol.

Each actual parameter is checked. For a regular parameter (paramType is not null), a function is converted to a pointer to a function, otherwise implicit type conversion occurs. For an extra parameter, a function, array, or string is converted to a pointer, otherwise argument promotion occurs.

For an extra parameter: a char is converted to an integer and a float is converted to a double.

Index

The index operator takes a pointer or array and an integral. We have three cases:

The index is constant, in which case we treat the operator as if it was the arrow operator.

The index is not constant and the array or pointer type size is one, in which case we generate that add the index to the pointer or array.

The index is not constant and the array or pointer type size is greater than, in which case we also need to generate code that multiply the index with the type size.

Dot

The dot operator generates different result is the operand has and address symbol. If it has, it is the result of the arrow, dereference, or index operator. In that case, it inherits the address symbol and increase the address offset with the member offset.

If the operand does not have an address symbol, it is a regular variable. Then we just create a temporary symbol with the same storage and increase the offset with the member offset.

Increment

The increment and decrement operators come in two forms: prefix and postfix. The difference is that in the prefix case the resulting value is value after the operator has been applied, while in the postfix case the resulting value is the original value before the operator has been applied. However, the side effects of the operators are the same: in the increment case the value is added by one, and in the decrement case the value is subtracted by one.

Default

The default statement have to comply with the following demands:

Main.m\_defaultStack must not be empty. If it is empty, the default statements misses a surrounding switch statements.

Since Main.m\_defaultStack is not empty, there is at least one surrounding switch statement. We call pop to see if the top value is minus one. If it is not, there has already been a default statement in the closest surrounding switch statement. If it is minus one, there has not been a earlier default statement and we push the line number at the beginning of the statement following the default statement. Since the line numbers are numbered from zero, it cannot be minus one.

While

The while header prepares the while statement by pushing break and continue stacks with integers sets. The continue set will eventually be backpatched to the beginning of the while statement and break set will be backpatched to the statement following the while statement.

The true set of the while expression is backpatched to the beginning of the statement (or the first statement of a block statement) inside the while loop while the false set is backpatched to the statement following the while statement, similar to the break set. In order to make sure that the while statement is followed by jump statement, the jump\_marker rule adds a jump statement at the end of the statement surrounded by the while statement, which is backpatched to the beginning of the while expression, similar to the continue set.

Header

The open statements include the compound statements if, if-else, switch, case, while, for, and label statements. The switch, while, and for statements need to do some preparation before the parsing, which means that they need one header rule each. Each rule calls its corresponding method in the Generate class that does the actual work of type checking and middle code generation.

Switch

The GenerateSwitchStatement method generates middle code jump instructions for each of the case statements, which are stored in the Main.CaseMapStack stack. Each entry in the stack holds an integer value (each case expression value must be possible to evaluate in compile-time) and a line number. If the original switch expression equals the constant case expression, we jump to the start line of the statement following the case expression.

If there is a default statements, we finally jump to its start line if the switch statement does not match any of the case statements. Note that the default statement does not have to be placed after the case statements, even though I can see no good reason not to do so.

Do

The do statement is a weaker version of the while statement. The difference is that the while expression may be false from the beginning resulting in zero iterations while the do expression is located at the end, resulting in at least one iteration. However, the do statement may in some cases present a simpler and more intuitive solution.

Like the while and for cases, the do statement is prepared by pushing the continue and break stacks. The true set of the do expression is backpatched to the beginning of the statement surrounded by the do statement, the false set is backpatched to the statement followed the do statement and finally the continue and break stacks are popped.

For

The for statement holds three optional expression: the initialization expression, the test expression, and the increment expression. The true and false sets of the initialization and increment expressions are all backpatched to beginning of the test expression. Like the while case, in order to make sure that the for statement is followed by jump statement the jump\_marker rule add a jump statement at the end of the statement surrounded by the for statement, which is also backpatched to the beginning of the test expression. There is also a jump line inserted after the test optional expression, which is backpatched to the beginning of the for statements to make sure that the for loop works properly even if the test expression has been omitted. An omitted test expression is equivalent to an infinitive loop.

Finally, like the while case, the continue set is backpatched to the beginning of the test expression and the break set is backpatched to the beginning of the statement following the while statement.

The for statement is more complicated than the do and while statements. It holds three optional expression: the initialization expression, the test expression, and the increment expression. The true and false sets of the initialization and increment expressions are all backpatched to beginning of the test expression. An omitted test expression is equivalent to an infinite loop.

Label goto

The label statement is quite simple, we just add the name of the label together with the line number of the beginning of the statement following the label to Main.LabelMap and check that the label has not been added already. The labels are used as targets of the goto statements. But, as we all know, goto has no place in well-structured programs. Labels and goto are included in C of historical reasons only. More recent languages have omitted goto.