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| 编译原理课程设计  实验报告  指导教师：张鹏  年 级：2019级  班 级：23班  小组编号： 5  组长学号姓名：21191511张轶博  组员学号姓名：09190717邓秋怡  组员学号姓名：21191129李林峰  2022年 4月 27日  计算机科学与技术学院 |

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| **完成实验内容** | | |
| 小组实现了词法分析模块、递归下降语法分析模块、LL1语法分析模块、语义分析模块四个核心模块，使用pyecharts对程序产物语法树进行了良好的可视化。  进一步，我们使用pyqt5设计、完成了SNL语言分析程序的交互界面，集成了程序输入、控制台信息和所有程序产物，提升了使用体验。 | | |
| **小组成员任务完成情况** | | |
| 姓名 | 具体完成任务 | 工作量百分比 |
| 张轶博 | 完成词法分析、语义分析、SNL可视化界面、部分语法树可视化代码；整合各个子模块为完整系统 | 35% |
| 邓秋怡 | 完成PREDICT集的生成，递归下降语法分析、语法错误检查。 | 30% |
| 李林峰 | 完成LL1语法分析、语法错误检查和部分语法树可视化代码 | 35% |
| **小组成员协作情况** | | |
| 使用github实现代码同步，在实验进行中多次开会讨论实验细节，小组成员互帮互助，共同攻克遇到的难题。 | | |
| **实验平台与编程语言** | | |
| 词法分析、PREDICT集的生成、LL1语法分析、语义分析、可视化采用Python完成，递归下降语法分析采用C++完成。相关库版本如下：  pyqt 5.9.2  pyecharts 1.9.1 | | |
| **实验方案设计** | | |
| PREDICT集产生:  根据文法的文法规则，按顺序生成了first集、follow集、predict集，对教材上的predict集进行了验证和一定的修改，同时产生predict集的程序可以使得我们的语法分析部分程序更加灵活。当对文法规则进行修改或者增加删除时，只需要对文法规则的文本进行增删改 就能做到动态生成predict集，不必修改语法分析部分的程序。  **注1：因为发现在原文法规则下，对于字符来说没有相应的指代符，即非终极符Exp无法推出CHARC，所以我们对文法加了一条Factor::=CHARC的文法。**  **注2：产生后对书上的predict集的校验结果如下：**  ①第48条文法规则：ParamMore ::= NULL的predict集应该改为{')'}    ②第67条文法规则：AssCall ::= AssignmentRest的predict集应该改为{':='，'.'，'['}    ③第94条文法规则：VariMore ::= NULL的predict集应该改为{'THEN', ')', '-', 'FI', ';', '<', '=', 'DO', ']', '\*', ',', 'ELSE', ':=', '/', '+', 'ENDWH', 'END'}    ④增加Factor::=CHARC的文法后，文法规则78，86，83，81的predict都会比书上多一个CHARC。  词法分析:  预先生成保留字，运算符以及限界符，以教材上的状态DFA作为参考，每次读入一个token，并根据状态DFA进行非法判断及状态转移。当出现异常字符，或非法状态时，程序会抛出错误详细信息。若词法分析顺利完成，会生成token序列结果文件，供语义分析进行使用。    LL1语法分析：  由LL1驱动程序、语法树搭建、语法错误检测三部分组成，用户输入词法分析程序产生的token序列结果文件，经过LL1分析后输出语法树文件和语法报错信息。   1. LL1驱动程序由token序列和符号栈依据LL1分析表进行替换、匹配、接受、报错等步骤。其中替换、匹配、接受三步需运行语法树搭建，报错则需运行语法错误检测。 2. 由于语法树搭建部分操作复杂，我们对每一条文法分别编写执行函数，当LL1驱动程序判断执行的具体文法之后，调用该条文法相应的语法树搭建函数。此过程中共用到三个数据栈：语法树栈、操作符栈、操作数栈。 3. 语法错误检测部分会在LL1驱动程序执行报错步骤后运行，对该语法错误种类进行识别，并在识别成功之后尝试对符号栈和token序列进行修复。若能成功修复则LL1驱动程序可继续运行检测有无其他语法错误。     递归下降语法分析:  整体思想是每个非终极符和函数一一对应，根据文法和当前输入符号，利用predict集确定一条文法，然后调用新的非终极符对应的函数继续往下递归。用户输入词法分析程序产生的token序列结果文件，经过递归下降分析后输出语法树文件和语法报错信息，如果遇到错误会跳过然后继续分析后面的token，直到分析到文件尾。  程序逻辑框图如下：  未命名文件(15)    语义分析:  从语法分析部分得到运行产物语法树文件。通过分析语法树文件，在内存中建立包含所需信息的语法树，再通过dfs该语法树，在判断语义错误的同时生成符号表。过程中发现语义错误，则抛出错误详细信息。  程序输出符号表文件。  支持的语义错误如下:  （1） 标识符的重复定义；  （2） 无声明的标识符；  （3） 标识符为非期望的标识符类别（类型标识符，变量标识符，过程名标识符）；  （4） 数组类型下标越界错误；  （5） 数组成员变量和域变量的引用不合法；  （6） 赋值语句的左右两边类型不相容；  （7） 赋值语句左端不是变量标识符；  （8） 过程调用中 ，形实参类型不匹配；  （9） 过程调用中， 形实参个数不相同；  （10）过程调用语句中，标识符不是过程标识符；  （11）if 和while 语句的条件部分不是bool类型；  （12）表达式中运算符的分量的类型不相容 | | |
| **程序界面及运行截图** | | |
| 语法树可视化界面： | | |
| **源程序核心代码** | | |
| 产生PREDICT集的核心代码：  import copy  arr = [] left = set() right = set() first = {"": set()} follow = {"": set()} predict = {0: set()}  def f(x, only\_right):  i = 0  flag = 0  for i in range(2, len(x)): # 遍历右边的串  if x[i] in only\_right: # 遇到终极符了  first[x[0]].add(x[i])  flag = 1  break  elif "NULL" not in first[x[i]]: # 都非空了  first[x[0]] = first[x[0]].union(first[x[i]])  flag = 1  break  else: # 还没到终极符并且有非空  first[x[0]] = first[x[0]].union(first[x[i]]) - {"NULL"}  if flag == 0 and ("NULL" in first[x[len(x) - 1]]):  first[x[0]].add("NULL")  def h(x, i, only\_right):  j = i + 1  while j < len(x) and (x[j] not in only\_right) and ("NULL" in first[x[j]]):  # 退出：j超了，是终极符，非终但是没有null  follow[x[i]] = follow[x[i]].union(first[x[j]]) - {"NULL"}  j = j + 1  if (j == len(x)):  follow[x[i]] = follow[x[i]].union(follow[x[0]])  elif (x[j] in only\_right):  follow[x[i]].add(x[j])  else:  follow[x[i]] = follow[x[i]].union(first[x[j]])  def p(x, i, only\_right): # i是行号，x是行  j = 2  while j < len(x) and (x[j] not in only\_right) and ("NULL" in first[x[j]]):  # 退出：j超了，是终极符，非终但是没有null  predict[i] = predict[i].union(first[x[j]]) - {"NULL"}  j = j + 1  if j == len(x): # 超过了  predict[i] = predict[i].union(follow[x[0]])  elif x[j] in only\_right and x[j] != "NULL": # 非空外的终极符  predict[i].add(x[j])  elif x[j] in only\_right and x[j] == "NULL": # 是空的终极符  predict[i] = predict[i].union(follow[x[0]])  else: # 全部没有Null  predict[i] = predict[i].union(first[x[j]])   def getPredict():  with open("../data/grammar.txt") as file:  lines = file.readlines()  for line in lines: # 得到left和right  line = str(line).replace("\n", "")  pos = line.split(" ", 20)  arr.append(pos)  left.add(pos[0]) # left  for x in pos[2:]: # right  right.add(x)  only\_right = right - left # 只出现的右边的终极符   for x in arr: # 把一眼得到的first加进去  if x[0] not in first.keys(): # 过了以后就都有关键字了  first.update({x[0]: set()})  follow.update({x[0]: set()})  if x[2] in only\_right: # 右边第一个是终极符  first[x[0]].add(x[2])  t = copy.copy(first)  while True:  for y in arr:  if y[2] not in only\_right:  f(y, only\_right)  if t == first:  break  t = copy.copy(first)   follow.update({arr[0][0]: {"#"}})  t = copy.copy(follow)  while True:  for x in arr:  for i in range(2, len(x)):  if x[i] not in follow.keys() and x[i] not in only\_right: # 还没有关键词并且需要创建关键词  follow.update({x[i]: set()})  if x[i] not in only\_right: # 只对非终极符进行函数调用  h(x, i, only\_right)  if t == follow:  break  t = copy.copy(follow)  k = 1  t = copy.copy(predict)  while True:  for x in arr:  if k not in follow.keys():  predict.update({k: set()})  p(x, k, only\_right)  k = k + 1  if t == predict:  break  t = copy.copy(predict)  k = 1  print(first)  print(follow)  for key in predict:  print(key, predict[key])   # return predict, left, only\_right if \_\_name\_\_ == '\_\_main\_\_':  getPredict();  词法分析核心代码:  import os  from config.config import delimiters, reservedWords  class Token:  def \_\_init\_\_(self, line, lex, sem):  self.line = line  self.lex = lex  self.sem = sem  tokenList = []  flag = 0  def init():  global tokenList, flag  tokenList = []  flag = 0  def add(word, num, err=False):  global flag  if err:  flag = -1  tokenList.append(Token(num, "ERROR", word))  print(f"line:{num + 1} invalid: {word}")  elif str.isdigit(word):  tokenList.append(Token(num, "INTC", int(word, 10)))  elif word in delimiters:  tokenList.append((Token(num, delimiters[word], word)))  elif word in reservedWords:  tokenList.append((Token(num, reservedWords[word], word)))  elif word[0] == '\'' and word[-1] == '\'':  tokenList.append((Token(num, "CHARC", word)))  else:  tokenList.append((Token(num, "ID", word)))  def work(lines):  commentflag = False  for num in range(0, len(lines)):  line = lines[num].replace("\n", "", -1) + " "  i = 0  while i < len(line):  c = line[i]  if commentflag:  if c == '}':  commentflag = False  elif str.isdigit(c):  word = c  while str.isdigit(line[i + 1]):  word = word + line[i + 1]  i = i + 1  add(word, num)  elif str.isalpha(c):  word = c  while str.isdigit(line[i + 1]) or str.isalpha(line[i + 1]):  word = word + line[i + 1]  i = i + 1  add(word, num)  elif c == '.':  if line[i + 1] == ".":  i = i + 1  add("..", num)  else:  add(".", num)  elif c == '\'':  word = c  i = i + 1  while i < len(line):  word = word + line[i]  if line[i] == '\'':  add(word, num)  break  elif (str.isdigit(line[i]) or str.isalpha(line[i])) == False:  add(word, num, True)  break  i = i + 1  elif c == '{':  commentflag = True  elif c == ':':  if line[i + 1] == "=":  add(":=", num)  else:  add(line[i] + line[i + 1], num, True)  i = i + 1  elif c in delimiters:  add(c, num)  elif c == " " or c == " ":  \_ = c  else:  add(line[i], num, True)  i = i + 1  tokenList.append(Token(len(lines), "EOF", "EOF"))  return tokenList  def lex(pro\_path, token\_path):  init()  if not os.path.exists(pro\_path):  print(f"Open pro\_path:{pro\_path} failed")  return -1  with open(pro\_path) as file:  lines = file.readlines()  work(lines)  # print(f"line: {x.line}, lex: {x.lex}, sem: {x.sem}")  with open(token\_path, "w") as file:  for x in tokenList:  if x.sem in delimiters:  file.write(f"{x.line} Other {x.sem}\n")  elif x.sem in reservedWords:  file.write(f"{x.line} Reserved\_word {x.lex}\n")  else:  file.write(f"{x.line} {x.lex} {x.sem}\n")  if flag == 0:  print("Generate token success")  else:  print("Generate token failed")  return flag  LL1语法分析核心代码:  *# LL1驱动程序* def run(self):  syntax\_tree = Tree()  PreNode = syntax\_tree.root  while not self.SignStack.isEmpty() and self.TokenStack.peek()[2] != **'EOF'**:  sign = self.SignStack.peek()  toke = self.TokenStack.peek()  if toke[1] == **'ID'**:  token = **'ID'** elif toke[1] == **'INTC'**:  token = **'INTC'** elif toke[1] == **'CHARC'**:  token = **'CHARC'** else:  token = toke[2]  if sign in self.left: *# 如果是非终极符，则用语法进行替换* row = self.table\_row[sign]  judge = self.table\_col[row][token]  if judge != -1: *# 分析表匹配成功*  self.signRpush.push(self.SignStack.pop())  self.tokenRpush.push([**''**,**'back'**,**''**])  rig = self.grammar[judge][**'right'**]  length = len(rig)  self.signRpop.push(length)  for i in range(length):  if rig[length - 1 - i] != **'NULL'**:  self.SignStack.push(rig[length - 1 - i])  *# 调用语法树搭建程序*  PreNode = predict1(judge + 1, syntax\_tree, toke, PreNode)else:  *# 分析表匹配失败，调用处理语法错误检测程序*  errJudge, ErrImag = self.dealError.run(self.SignStack, self.TokenStack, self.signRpush, self.signRpop, self.tokenRpush)  Err = {**'line'**: 0, **'message'**: **' '**}  Err[**'line'**] = int(toke[0])  Err[**'message'**] = ErrImag  self.errImag.append(Err)  if not errJudge:  break  else:  if sign == token: *# 相等则进行匹配* self.signRpush.push(self.SignStack.pop())  self.signRpop.push(0)  self.tokenRpush.push(self.TokenStack.pop())  else: *# 不相等出错，调用处理语法错误检测程序* errJudge, ErrImag = self.dealError.run(self.SignStack, self.TokenStack, self.signRpush, self.signRpop, self.tokenRpush)  Err = {**'line'**: 0, **'message'**: **' '**}  Err[**'line'**] = int(toke[0])  Err[**'message'**] = ErrImag  self.errImag.append(Err)  if not errJudge:  break  if self.TokenStack.peek()[2] != **'EOF'**:  if len(self.errImag) == 0:  Err = {**'line'**: 0, **'message'**: **' '**}  Err[**'line'**] = int(self.TokenStack.peek()[0])  Err[**'message'**] = **'符号栈仍有残余'** self.errImag.append(Err)  else:  self.runJudge = True  syntax\_tree.getInfNode(self.TreePath)  self.syntax\_tree = syntax\_tree  递归下降核心代码：  int main(){  input.open("../data/token.txt");  if(!input) {  cout<<"Error:cannot find or open the specified file!";  return -1;  }  output.open("../data/syntax\_tree.txt");  if(!output) {  cout<<"Error:cannot find or open the specified file!";  return -1;  }  Node \*head=parse();  print\_tree(head,0);  if(flag) return -1;  return 0;  }  Node\* parse(){  read\_token();  Node \*t=program();  if(token!="EOF")  error(line,"bad end");  return t;  }  Node\* program(){  Node \*t=program\_head();  Node \*q=declare\_part();  Node \*s=program\_body();  Node \*root=init\_node();  root->nodekind=ProK;  root->child[0]=t;  root->child[1]=q;  root->child[2]=s;  if(token!=".")  error(line,"there id no . in the end");  read\_token();  return root;  }  Node \*program\_head(){  Node \*t=init\_node();  t->nodekind=PheadK;  if(token!="PROGRAM")  error(line,"no correct program\_head");  read\_token();  if(type=="ID")  t->name[0]=token;  else  error(line,"no correct program\_head");  read\_token();  return t;  }  Node \*declare\_part(){  Node \*type\_t=init\_node();  type\_t->nodekind=TypeK;  type\_t->child[0]=TypeDec();  Node \*var\_t=init\_node();  var\_t->nodekind=VarK;  var\_t->child[0]=VarDec();  Node \*proc\_deck\_t=init\_node();  proc\_deck\_t->nodekind=ProcDecK;  proc\_deck\_t->child[0]=ProcDec();  type\_t->sibling=var\_t;  var\_t->sibling=proc\_deck\_t;  return type\_t;  }  Node \*program\_body(){  Node \*t=init\_node();  t->nodekind=StmLK;  if(token=="BEGIN"){  read\_token();  t->child[0]=StmList();  }  else error(line,"there is no BEGIN to match");  if(token!="END")  error(line,"there is no END to match");  read\_token();  return t;  }  语义分析:  class Node:  def \_\_init\_\_(self, line, val, deep):  self.child = []  self.val = val  self.deep = deep  self.line = str(line + 1)  self.converse(val)  def \_\_str\_\_(self):  return str(self.\_\_dict\_\_)  def print(self):  print(str(json.dumps(self.\_\_dict\_\_)))  def converse(self, val):  vals = val.split(" ")  self.nodeKind = vals[0]  self.rawline = str(int(vals[1]) + 1)  vals = vals[2:]  self.kind = ""  self.idnum = 0 # 一个节点中的标识符的个数  self.name = []  self.attr = {}  # ProK, PheadK, TypeK, VarK, ProDecK, StmLK, DecK, Stmtk, ExpK  if self.nodeKind == 'DecK':  if vals[0] == 'valparamType' or vals[0] == "varparamType":  self.attr['paramt'] = vals[0]  vals = vals[1:]  self.kind = vals[0]  vals = vals[1:]  if self.kind == "IdK":  self.realKind = vals[0]  vals = vals[1:]  # ArrayK, CharK, IntegerK, RecordK, IdK  if self.kind == 'ArrayK':  self.attr['low'] = vals[0]  self.attr['up'] = vals[1]  self.attr['childType'] = vals[2]  vals = vals[3:]  elif self.nodeKind == 'StmtK':  # IfK WhileK AssignK ReadK WriteK CallK ReturnK  if vals[0] != "" or vals[0] != " ":  self.kind = vals[0]  vals = vals[1:]  elif self.nodeKind == 'ExpK':  # OpK ConstK IdK  self.kind = vals[0]  vals = vals[1:]  if vals[0] in ("IdV", "ArrayMembV", "FieldMembV"):  self.attr['varkind'] = vals[0]  vals = vals[1:]  if self.kind == 'OpK':  self.attr['op'] = vals[0]  if self.kind == 'ConstK':  self.attr['val'] = vals[0]  for x in vals:  if x != "":  self.idnum += 1  self.name.append(x)  # self.type\_name = type\_name  def generate\_node(tree\_path):  level\_list = {}  with open(tree\_path) as f:  lines = f.readlines()  for i in range(len(lines)):  line = lines[i].replace("\n", "")  bn = 0  j = 0  for j in range(len(line)):  if line[j] != " ":  break  else:  bn += 1  line = line[j:]  level = int(bn / 3)  node = Node(i, line, level)  if level not in level\_list:  level\_list[str(level)] = [node]  if level > 0:  list = level\_list[str(level - 1)]  list[len(list) - 1].child.append(node)  return level\_list.get("0")[0]  class Kind:  def \_\_init\_\_(self, node, body=None):  self.kind = node.kind  self.size = 0  if node.kind == 'ArrayK':  indexTy = {"low": node.attr["low"], "up": node.attr["up"]}  elemTy = Kind(DefaultKind(node.attr["childType"])).\_\_dict\_\_  self.arrayAttr = {"indexTy": indexTy, "elemTy": elemTy}  self.size = elemTy["size"] \* (int(node.attr["up"]) - int(node.attr["low"]))  self.arrayKind = elemTy["kind"]  if node.kind == 'RecordK':  for x in body:  self.size += x.size  if node.kind == 'IntegerK':  self.size = 2  if node.kind == 'CharK':  self.size = 1  def \_\_str\_\_(self):  return str(self.\_\_dict\_\_)  class SymbolTable:  def \_\_init\_\_(self, node, name, level, off, body=None, params=None, ifType=False):  self.kind = node.kind  self.name = name  self.level = level  self.off = off  self.body = None  self.params = None  self.ifType = ifType  if params is not None:  self.params = params  if body is not None:  tmp = []  for x in body:  flag = False  for i in tmp:  if x.name[0] == i.name:  flag = True  if flag:  error(node.rawline, f"record {name} field member {x.name[0]} duplicated")  continue  y = Kind(x)  y.name = x.name[0]  tmp.append(y)  self.body = tmp  self.typePtr = Kind(node, self.body)  def \_\_str\_\_(self):  s = ""  if self.body is not None:  for x in self.body:  s += str(x.\_\_dict\_\_)  return f"kind:{self.kind}, name:{self.name}, level:{self.level}, typePtr:{self.typePtr.\_\_dict\_\_}, body:{s}, params:{self.params}, ifType:{self.ifType}"  def getKind(node):  if node.kind == "ConstK":  if str.isdigit(node.name[0]):  return "IntegerK"  if re.match(r"\'[a-zA-Z]\'", node.name[0]):  return "CharK"  if node.kind == "IdK":  kind = node.attr["varkind"]  v = find(node.name[0])  if v is None:  error(node.rawline, "val find failed:", node.name[0])  return None  if ck(kind, v.kind) is False:  error(node.rawline, "val kind errored:", node.name[0], kind, v.kind)  return None  if kind == "IdV":  return v.kind  if kind == "ArrayMembV":  if len(node.child) == 1:  x = node.child[0]  id = x.name[0]  l = int(v.typePtr.arrayAttr["indexTy"]["low"])  r = int(v.typePtr.arrayAttr["indexTy"]["up"])  if str.isdigit(id) is False:  if getKind(x) != "IntegerK":  error(node.rawline, f"array index illegal: {createName(x)}, kind: {getKind(x)}")  elif int(id) < l or int(id) >= r:  error(node.rawline, "array index over range:", f"index:{id}, l:{l}, r:{r}")  else:  error(node.rawline, "array cant operate directed:", node.name[0])  return v.typePtr.arrayKind  if kind == "FieldMembV":  nd = None  for x in v.body:  if x.name == node.child[0].name[0]:  nd = x  if nd is None:  error(node.rawline, f"record {node.name[0]} not have the member {node.child[0].name[0]}")  return None  if ck(node.child[0].attr["varkind"], nd.kind) is False:  error(node.rawline, f"record {node.name[0]} member {node.child[0].name[0]} kind err: {nd.kind}, ",  node.child[0].attr["varkind"])  return None  for x in node.child:  for y in x.child:  generate\_table(y)  return getFieldKind(nd)  if node.kind == 'OpK':  return operator(node, node.name[0])  def operator(node, op):  kindList = []  for x in node.child:  kindList.append(generate\_table(x))  if len(kindList) == 0:  error(node.rawline, "operate not have child")  return None  for i in range(len(kindList)):  if kindList[i] is None:  return None  elif kindList[i] not in ("IntegerK", "CharK"):  error(node.rawline, op, "illegal operate kind:", kindList[i])  elif kindList[i] != kindList[0]:  error(node.rawline, op, "operate failed:",  [(node.child[x].name[0], kindList[x]) for x in range(len(kindList))])  return None  elif op in ("+", "-", "\*", "/") and kindList[i] == "CharK":  error(node.rawline, op, "can't sub char",  [(node.child[x].name[0], kindList[x]) for x in range(len(kindList))])  return None  return kindList[0]  def generate\_table(node):  global sl, scope,off  # ProK, PheadK, TypeK, VarK, ProDecK, StmLK, DecK, Stmtk, ExpK  if node.nodeKind == "DecK":  for x in node.name:  if find(x, exist=True) is not None:  error(node.rawline, "val duplicated:", x)  continue  body = None  if node.kind == "RecordK":  body = []  for y in node.child:  body.append(y)  tab = CallSymbolTable(node, x, level=sl, off=off, body=body)  if tab is None:  continue  if len(scope[sl]) == 0:  tab.off = 0  else:  tmp = scope[sl][-1]  tab.off = tmp.typePtr.size + tmp.off  scope[sl].append(tab)  all\_scope[sl].append(tab)  if node.kind == "RecordK":  return  for x in node.child:  generate\_table(x)  elif node.nodeKind == "ProcDecK" and node.idnum > 0:  if find(node.name[0], exist=True) is not None:  error(node.rawline, "val duplicated:", node.name[0])  return  params = []  for x in node.child:  if x.nodeKind == "DecK":  for y in x.name:  if y != " " and y != "":  params.append({"kind": x.kind, "name": y})  node.kind = "ProcDecK"  tab = CallSymbolTable(node, node.name[0], level=sl, off=off, params=params)  if tab is None:  return  if len(scope[sl]) == 0:  tab.off = 0  else:  tmp = scope[sl][-1]  tab.off = tmp.typePtr.size + tmp.off  scope[sl].append(tab)  all\_scope[sl].append(tab)  sl += 1  scope.append([])  all\_scope.append([])  for x in node.child:  generate\_table(x)  sl -= 1  scope = scope[:-1]  elif node.nodeKind == "StmtK":  # IfK WhileK AssignK ReadK WriteK CallK ReturnK  # print("kind:", node.kind)  if node.kind == "CallK":  pro = find(node.name[0])  if pro is None:  error(node.rawline, "procDeck find failed:", node.name[0])  return  elif pro.kind != "ProcDecK":  error(node.rawline, "procDeck kind error:", node.name[0], pro.kind)  return  params = []  for x in node.child:  if x.kind == "OpK":  kind = operator(x, x.name[0])  if kind is None:  return  else:  kind = getKind(x)  if kind is None:  error(x.rawline, "val find failed:", x.name[0])  return  params.append(kind)  proParams = [x["kind"] for x in pro.params]  # print(params, pro.params)  if len(params) != len(proParams):  error(node.rawline, "call failed:", params, proParams)  return  for i in range(len(params)):  if params[i] != proParams[i]:  error(node.rawline, "call failed:", params, proParams)  return  return  if node.kind == "IfK":  for x in node.child:  generate\_table(x)  if node.kind == "AssignK":  if node.child[0].kind != "IdK":  error(node.rawline, "AssignK left kind illegal", node.name[0])  return operator(node, "=")  if node.kind == "ReadK":  if find(node.name[0]) is None:  error(node.rawline, "val find failed:", node.name[0])  return  if node.kind == "WriteK":  return operator(node, "write")  if node.kind == "ReturnK":  return  if node.kind == "WhileK":  for x in node.child:  generate\_table(x)  return  elif node.nodeKind == "ExpK":  # OpK ConstK IdK  if node.kind == "OpK":  return operator(node, node.name[0])  if node.kind in ("IdK", "ConstK"):  return getKind(node)  elif node.nodeKind == "TypeK":  for x in node.child:  if x.kind == "RecordK":  generate\_table(x)  continue  if find(x.name[0], exist=True) is not None:  error(node.rawline, "type duplicated:", x.name[0])  continue  tab = CallSymbolTable(x, x.name[0], level=sl, off=off, ifType=True)  if tab is None:  continue  if len(scope[sl]) == 0:  tab.off = 0  else:  tmp = scope[sl][-1]  tab.off = tmp.typePtr.size + tmp.off  scope[sl].append(tab)  all\_scope[sl].append(tab)  else:  for x in node.child:  generate\_table(x)  return  语法树可视化代码:  def PreOrder(node):  if node == None:  return None  data = {"name": node.nodeKind[:-1], "children": []}  if node.kind != "":  data["name"] += "\n" + node.kind[:-1]  if len(node.name) > 0:  data["name"] += "\n" + node.name[0]  for i in range(len(node.child)):  x = PreOrder(node.child[i])  data["children"].append(x)  return data  def visTree(root):  data = PreOrder(root)  bg\_color = "#F6F6F6"  label\_color = "#393D49"  c = (  Tree(init\_opts=opts.InitOpts(  width="1650px",  height="900px",  theme=ThemeType.LIGHT,  bg\_color=bg\_color,  page\_title="Syntax Tree"  ))  .add(  "",  [data],  collapse\_interval=2, # 折叠枝点  # orient="BT", # 自下向上树图  # orient="RL", # 自右向左树图  orient="TB", # 自上向下树图  # layout="radial", # 发散树图  pos\_left='0%',  pos\_right='0%',  symbol='arrow',  symbol\_size=[10, 10],  label\_opts=opts.LabelOpts(color=label\_color, font\_size=18, font\_weight='bold', font\_family='monospace'),  leaves\_label\_opts=opts.LabelOpts(color=label\_color, font\_size=18, font\_weight='bold',  font\_family='monospace'),  is\_roam=True, # 是否开启交互  )  .set\_series\_opts(linestyle\_opts=opts.LineStyleOpts(color="black", curve=0.6))  .set\_global\_opts(title\_opts=opts.TitleOpts(title="语法树图", pos\_top='10pxs', pos\_left='center',  title\_textstyle\_opts=opts.TextStyleOpts(color='#2874B2')))  .render("../data/语法树可视化图.html")  )  SNL语言交互界面代码:  class Window(QWidget):  def \_\_init\_\_(self):  super(Window, self).\_\_init\_\_()  sys.stdout = Stream(newText=self.console)  self.setGeometry(200, 200, 1300, 800)  self.setWindowTitle("SNL-Complier")  font = QtGui.QFont("Monaco", 15)  label\_font = QtGui.QFont("Monaco", 14)  self.Program = QCodeEditor(self)  self.Program.setAcceptRichText(False)  self.Program.setFont(font)  self.TokenList = QTextBrowser(self)  self.TokenList.setFont(font)  self.TokenList.setMaximumSize(300, 100000)  self.SyntaxTree = QTextBrowser(self)  self.SyntaxTree.setFont(font)  self.SemanticTables = QTextBrowser(self)  self.SemanticTables.setFont(font)  self.Console = QTextBrowser(self)  self.Console.setFont(font)  self.ConsoleLabel = QLabel('Console', self)  self.ProgramLabel = QLabel('Program', self)  self.TokenListLabel = QLabel('Token List', self)  self.SyntaxTreeLabel = QLabel("Syntax Tree", self)  self.SemanticTablesLabel = QLabel("Semantic Tables", self)  self.ConsoleLabel.setFont(label\_font)  self.ProgramLabel.setFont(label\_font)  self.TokenListLabel.setFont(label\_font)  self.SyntaxTreeLabel.setFont(label\_font)  self.SemanticTablesLabel.setFont(label\_font)  self.SyntaxTreeLabel.setOpenExternalLinks(True)  self.ChooseButton = QComboBox()  self.ChooseButton.addItem('递归下降分析')  self.ChooseButton.addItem('LL1分析')  self.FormatButton = QPushButton("Format")  self.ResetButton = QPushButton("Reset")  self.StartButton = QPushButton("Start")  self.OpenButton = QPushButton("Open File")  self.FormatButton.clicked.connect(self.format)  self.ResetButton.clicked.connect(self.reset)  self.StartButton.clicked.connect(self.start)  self.OpenButton.clicked.connect(self.open)  self.ProgramLayout = QVBoxLayout()  self.TokenListLayout = QVBoxLayout()  self.SyntaxTreeLayout = QVBoxLayout()  self.SemanticTablesLayout = QVBoxLayout()  self.OptionLayout = QVBoxLayout()  self.ConsoleLayout = QVBoxLayout()  self.first\_layout = QHBoxLayout()  self.all\_h\_layout = QHBoxLayout()  self.all\_v\_layout = QVBoxLayout()  self.layout\_init()  self.errLine = []  # self.currentLineNumber = None  # self.highligtCurrentLine()  # self.Program.cursorPositionChanged.connect(self.highligtCurrentLine)  def open(self):  filename = QFileDialog.getOpenFileName(self, '选择文件')  print("choose file: \n", filename[0])  if os.path.exists(filename[0]) is False:  return  self.Program.setText("")  with open(filename[0], "r") as f:  txt = f.read()  self.Program.setText(txt)  def format(self):  self.Program.setText("")  def reset(self):  self.Program.setText("")  self.Console.setText("")  self.SemanticTables.setText("")  self.TokenList.setText("")  self.SyntaxTree.setText("")  self.errLine = []  def start(self):  print("\n---------analysis---------")  self.errLine = []  self.SemanticTables.setText("")  self.TokenList.setText("")  self.SyntaxTree.setText("")  self.SyntaxTreeLabel.setText('Syntax Tree')  text = self.Program.toPlainText()  with open('../data/program.txt', 'w') as f:  f.write(text)  f.close()  with open('../data/token.txt', 'w') as f:  f.write("")  f.close()  with open('../data/syntax\_tree.txt', 'w') as f:  f.write("")  f.close()  with open('../data/semanticTables.txt', 'w') as f:  f.write("")  f.close()  result = work(self.ChooseButton.currentIndex())  if result:  url = os.getcwd()  url = url.replace('\\', '/')  url = url.split('/')[:-1]  url = "file://" + '/'.join(url) + '/data/语法树可视化图.html'  url = f'<a href="{url}">Syntax Tree'  self.SyntaxTreeLabel.setText(url)  with open('../data/token.txt', 'r') as f:  tokenList = f.read()  f.close()  self.TokenList.setText(tokenList)  with open('../data/syntax\_tree.txt', 'r') as f:  tree = f.read()  f.close()  self.SyntaxTree.setText(tree)  with open('../data/semanticTables.txt', 'r') as f:  semanticTables = f.read()  f.close()  self.SemanticTables.setText(semanticTables)  self.mark()  def mark(self):  t = self.Program.toPlainText()  tt = t.split('\n')  self.Program.setText("")  for i in range(len(tt)):  # tt[i] = tt[i].replace(" ", " &nbsp ", -1)  tt[i] = tt[i].replace(" ", "&nbsp;", -1)  tt[i] = tt[i].replace("<", "&lt;", -1)  red = "<font style=\"background-color:#FF0000\">" + tt[i] + "</font>" + "<br>"  black = "<font>" + tt[i] + "</font>" + "<br>"  flag = False  for x in self.errLine:  if i + 1 == x:  flag = True  if flag:  self.Program.insertHtml(red)  else:  self.Program.insertHtml(black)  def console(self, text):  # text = "<font color=\"#FF0000\">" + text + "</font>"  t = self.Console.toPlainText()  self.Console.setText(t + text)  if text.find("line") != -1:  ll = text.split(" ")[0]  num = ll.split(":")[-1]  self.errLine.append(int(num))  # self.Console.moveCursor(QTextCursor.End)  # self.Console.append(text)  self.Console.verticalScrollBar().setValue(self.Console.verticalScrollBar().maximum())  def highligtCurrentLine(self):  newCurrentLineNumber = self.Program.textCursor().blockNumber()  if newCurrentLineNumber != self.currentLineNumber:  lineColor = QColor(Qt.yellow).lighter(160)  self.currentLineNumber = newCurrentLineNumber  hi\_selection = QTextEdit.ExtraSelection()  hi\_selection.format.setBackground(lineColor)  hi\_selection.format.setProperty(QTextFormat.FullWidthSelection, True)  hi\_selection.cursor = self.Program.textCursor()  hi\_selection.cursor.clearSelection()  self.Program.setExtraSelections([hi\_selection])  def layout\_init(self):  self.ConsoleLayout.addWidget(self.ConsoleLabel)  self.ConsoleLayout.addWidget(self.Console)  self.ProgramLayout.addWidget(self.ProgramLabel)  self.ProgramLayout.addWidget(self.Program)  self.TokenListLayout.addWidget(self.TokenListLabel)  self.TokenListLayout.addWidget(self.TokenList)  self.SyntaxTreeLayout.addWidget(self.SyntaxTreeLabel)  self.SyntaxTreeLayout.addWidget(self.SyntaxTree)  self.SemanticTablesLayout.addWidget(self.SemanticTablesLabel)  self.SemanticTablesLayout.addWidget(self.SemanticTables)  self.OptionLayout.addStretch(1)  self.OptionLayout.addWidget(self.ChooseButton)  # self.OptionLayout.addStretch(0.5)  # self.OptionLayout.addWidget(self.FormatButton)  self.OptionLayout.addStretch(0.5)  self.OptionLayout.addWidget(self.ResetButton)  self.OptionLayout.addStretch(0.5)  self.OptionLayout.addWidget(self.StartButton)  self.OptionLayout.addStretch(0.5)  self.OptionLayout.addWidget(self.OpenButton)  self.all\_h\_layout.addLayout(self.TokenListLayout)  self.all\_h\_layout.addLayout(self.SyntaxTreeLayout)  self.all\_h\_layout.addLayout(self.SemanticTablesLayout)  self.first\_layout.addLayout(self.ProgramLayout)  self.first\_layout.addLayout(self.ConsoleLayout)  self.first\_layout.addLayout(self.OptionLayout)  self.all\_v\_layout.addLayout(self.first\_layout)  self.all\_v\_layout.addLayout(self.all\_h\_layout)  self.setLayout(self.all\_v\_layout) | | |