

1. Generate x86 assembly code for programs written using the following grammar:

```
<program> -> class Program { <field_decl>* <method_decl>* }
<field_decl> -> <type> (<id> | <id> [ <int_literal> ] ) ( , <id> | <id> [ <int_literal> ] )* ;
<field_decl> -> <type> <id> = <literal> ;
<method_decl> -> ( <type> | void ) <id> ( ((<type> <id>) ( , <type> <id>)* )? ) <block>
<block> -> { <var_decl>* <statement>* }
<var_decl> -> <type> <id> ( , <id> )* ;
<type> -> int | boolean
<statement> -> <location> <assign_op> <expr> ;
<statement> -> <method_call> ;
<statement> -> if ( <expr> ) <block> ( else <block> )?
<statement> -> for <id> = <expr> , <expr> <block>
<statement> -> return ( <expr> )? ;
<statement> -> break ;
<statement> -> continue ;
<statement> -> <block>
<assign_op> -> =
<assign_op> -> +=
<assign_op> -> -=
<method_call> -> <method_name> ( ( <expr> ( , <expr> )* )? )
<method_call> -> callout ( <string_literal> ( , <callout_arg> )* )
<method_name> -> <id>
<location> -> <id>
<location> -> <id> [ <expr> ]
<expr> -> <location>
<expr> -> <method_call>
<expr> -> <literal>
<expr> -> <expr> <bin_op> <expr>
<expr> -> - <expr>
<expr> -> ! <expr>
<expr> -> ( <expr> )
<callout_arg> -> <expr> | <string_literal>
<bin_op> -> <arith_op> | <rel_op> | <eq_op> | <cond_op>
<arith_op> -> + | - | * | / | %
<rel_op> -> < | > | <= | >=
<eq_op> -> == | !=
<cond_op> -> && | ||
<literal> -> <int_literal> | <char_literal> | <bool_literal>
<id> -> <alpha> <alpha_num>*
<alpha> -> [a-zA-Z_]
<alpha_num> -> <alpha> | <digit>
<digit> -> [0-9]
<hex_digit> -> <digit> | [a-fA-F]
```

<int_literal> -> <decimal_literal> | <hex_literal>
<decimal_literal> -> <digit> <digit>*
<hex_literal> -> **0x** <hex_digit> <hex_digit>*
<bool_literal> -> **true** | **false**
<char_literal> -> '<char>'
<string_literal> -> "<char>*"