

TRANSLATION SCHEME

Program → D Program | ^

D → Code | Function | Koment

Code → Statement Code | If Code | While Code | ^

Statement → Stmt *koment*

Stmt → Variable | Input | Output | Return | Chalao

Function → *kaam ID { Funct.id = Id.lex } @ FuncT (PL) karo Koment Code kaam khatam Koment*

FuncT → *khali | adad { symbolTbl.add(ID.lex, Funct.id, lineNumber) }*

PL → ID {} @ *adad MPL | ^*

MPL → | PL | ^

=====Rakho=====

Variable → *rakho ID Type { R.id = Id.lex } R*

Type → @ *adad | ^*

R → := Val {

emit(R.id+"=" + Val.v);

R.v = SymbolTable.add(R.id, INT); }

| ^ { *R.v = SymbolTable.add(R.id, INT); }*

Val → ID { Val.v=ID.lex; }

| Integer { Val.v=Integer.lex; }

| Exp { Val.v=Exp.v; }

| Chalao {Val.v=Chalao.v}

=====Condition=====

Condition → Cexp RO Cexp { Condition.V = Exp.ex + Ro.lex + Exp.ex }

=====E Expression=====

// P, S are the recursive vars

$E \rightarrow T P$

$P \rightarrow + T P_1 \mid - T P_1 \mid ^$

$T \rightarrow F S$

$S \rightarrow \% F S \mid / F S \mid * F S \mid ^$

$F \rightarrow ID \mid Digit$

Actions

NOTE: [New temp function will automatically add that variable in symbol table](#)

$E \rightarrow T \quad \{ P.i = T.v \} \quad P \quad \{ E.v = P.s ; \}$

$P \rightarrow +$
 $T \quad \{$
var =newTemp();
emit(var + "=" + P.i + "+" + T.val);
P₁.i = var;
 $P_1 \quad \{ P.s = P_1.s \}$

$P \rightarrow -$
 $T \quad \{$
var =newTemp();
emit(var + "=" + P.i + "-" + T.val);
P₁.i = var
}
 $P_1 \quad \{ P.s = P_1.s \}$

$P \rightarrow ^ \quad \{ P.s = P.i i \}$

$T \rightarrow F \quad \{ Q.i = F.v \}$
 $Q \quad \{ T.v = Q.s \}$

```

Q → *
    F {
var =newTemp();
emit(var + "=" + Q.i + "*" + F.val);
Q1.i = var
}
    Q1 {Q.s = Q1.s}

```

```

Q → /
    F {
var =newTemp();
emit(var + "=" + Q.i + "/" + F.val);
Q1.i = var
}

```

```

    Q1 {Q.s = Q1.s}

```

```

Q → %
    F {
var =newTemp();
emit(var + "=" + Q.i + "%" + F.val);
Q1.i = var
}

```

```

    Q1 {Q.s = Q1.s}

```

```

Q → ^ {Q.s = Q.i}

```

```

F → num { F.v = num.lex }

```

```

F → ID { F.v = id.lex }

```

=====Function Call=====

```

Chalao → chalao ID { PLF.i=0; } ( PLF ) {

```

```

var=newTemp();
emit ("call" + ID.lex + PLF.v + "," +var);
Chalao.v = var;
}
PLF → ID {
    emit("param "+ ID.lex);
    PLF.i = PLF.i +1;  // +1
    MPLF.i = PLF.i;
} MPLF { PLF.v = MPLF.v; }

```

```

PLF → Integer {
    emit ("param"+Integer.lex);
    PLF.i=PLF.i+1;
    MPLF.i = PLF.i;
} MPLF { PLF.v =MPLF.v; }
PLF → ^ { PLF.v = PLF.i ;}
MPLF → | { PLF.i = MPLF.i ;} PLF {MPLF.v = PLF.v;}
MPLF → ^ { MPLF.v = MPLF.i ;}

```

=====Comment=====

Koment → **Comment** | ^

=====Branching=====

Note: [Backpatch](#) has global access to *ln*, so it patches current line number at the parameter passed to it

```

IF → agar ( Condition ) to phir karo {
    lnTrue= n ;
    emit ( "if" + Condition.v + goto + __ ) ;
    lnFalse= n;
    Emit ( "goto" + __ )
    BackPatch(lnTrue)
}

```

Koment

```

Code {
    IF_end= ln;
    emit ( goto __ )
    BackPatch(lnFalse)
}

```

WG

WP

bas karo

```
{  
BackPatch( IF_end )  
BackPatch(WG.val)  
}
```

Koment

WG → *warna agar Condition to phir Koment* {

```
InTrue_ = n;  
emit ( "if" + Condition.v + goto + __ ) ;  
InFalse_ = n;  
emit( goto __ )  
BackPatch(InTrue_)  
}
```

Code {

```
WG.v= In; // storing the current line number for Branch Ending  
emit (goto __ )  
BackPatch(InFalse_)  
}
```

WG → ^

WP → *warna phir Koment Code*

WP → ^

Return

Return-> wapis bhajjo **Val** { emit ("ret" + Val.v) }

Input

// **Todo** : Add cascading to it

Input → *lo InputMsg >> ID* { emit("in"+ID.v+"\n") }

InputMsg → ^

InputMsg → *<< String* { emit ("out" +String .v +"\n") }

Output

Output → *dekhaao* << **OutVal** { emit (“out” + OutVal.v + ”\n”) } **MoreOut**

MoreOut → << **OutVal** **MoreOut** { emit (“out” + OutVal.v + ”\n”) }

MoreOut → ^

OutVal → *String* { **String.lex** } | *Val* { **Val.v** }

While

While → *jab tak* (**Condition**) *karo Koment*

{

InTrue = n ;

emit (“if” + **Condition.Value** goto ____);

InFalse = n;

Emit (goto ____)

BackPatch(**InTrue**)}

Code

{ emit(“goto” + **InTrue**) }

bas karo { **BackPatch**(**InFalse**) }

Koment