

AST Algorithm

Input: array of tokens

Output: "Program" object which is an AST

A section of code can be considered one of several objects defined in the grammar. For example an expression, operator, or a statement.

To build an abstract syntax tree, all that is required is to parse all statements in the file. However, as the first statement is parsed, it will require many other objects to be recursively parsed.

Strategy:

Have a parse method for each grammar object (stmt, exp, op, lhs, etc...)

Each object can have different types (while stmt, if stmt, etc...) so identify which the programmer is attempting by recognizing the correct token

Parse the proper parts of this object

Every parse method should return the token index at which it finished parsing the code object

int x = 5 ;

parse(tokens)

position = 0

while tokens remain

position = parse_stmt(position)

parse_block(pos)

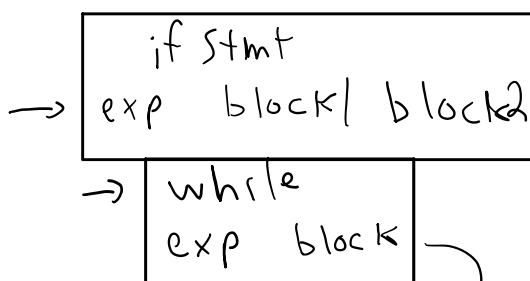
assert token[pos] = {

while token[pos] != }

pos = parse_stmt(pos)

parse_stmt → determine stmt type

if
while
etc...



exp, pos = parse_exp(pos)

block1, pos = parse_block(pos)

if token[pos] = Else
block2, pos = parse_block(pos)

exp block

block2, pos

$\rightarrow \text{exp, pos} = \text{parseExp}(\text{pos})$
 $\text{block, pos} = \text{parseBlock}(\text{pos})$