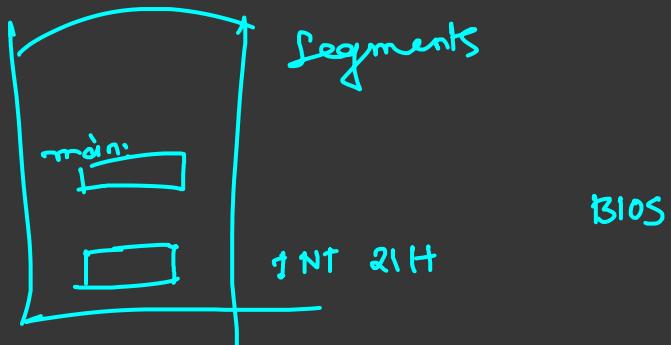


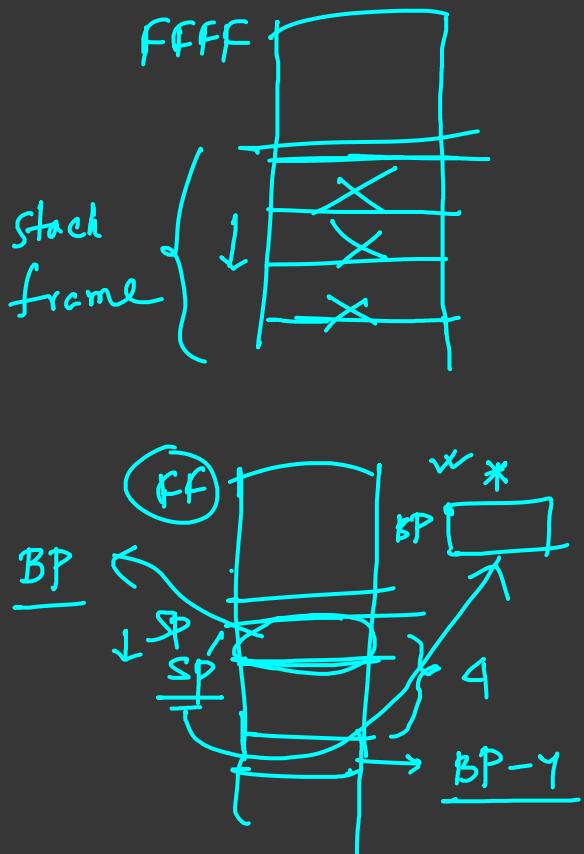
# ICG

C → 8086 Asm (Runnable)



```
f( ) {
    ...
}

f PROC
    push BP
    MOV BP, SP
    :
    pop BP
    RET 2*(arg-count)
f ENDP
```



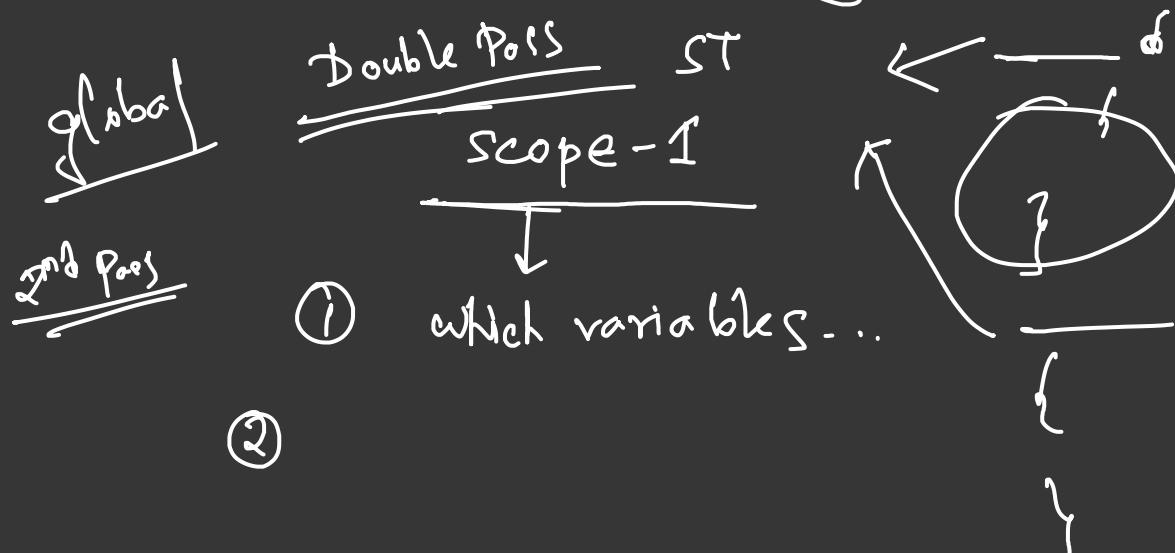
function

- argument
- return

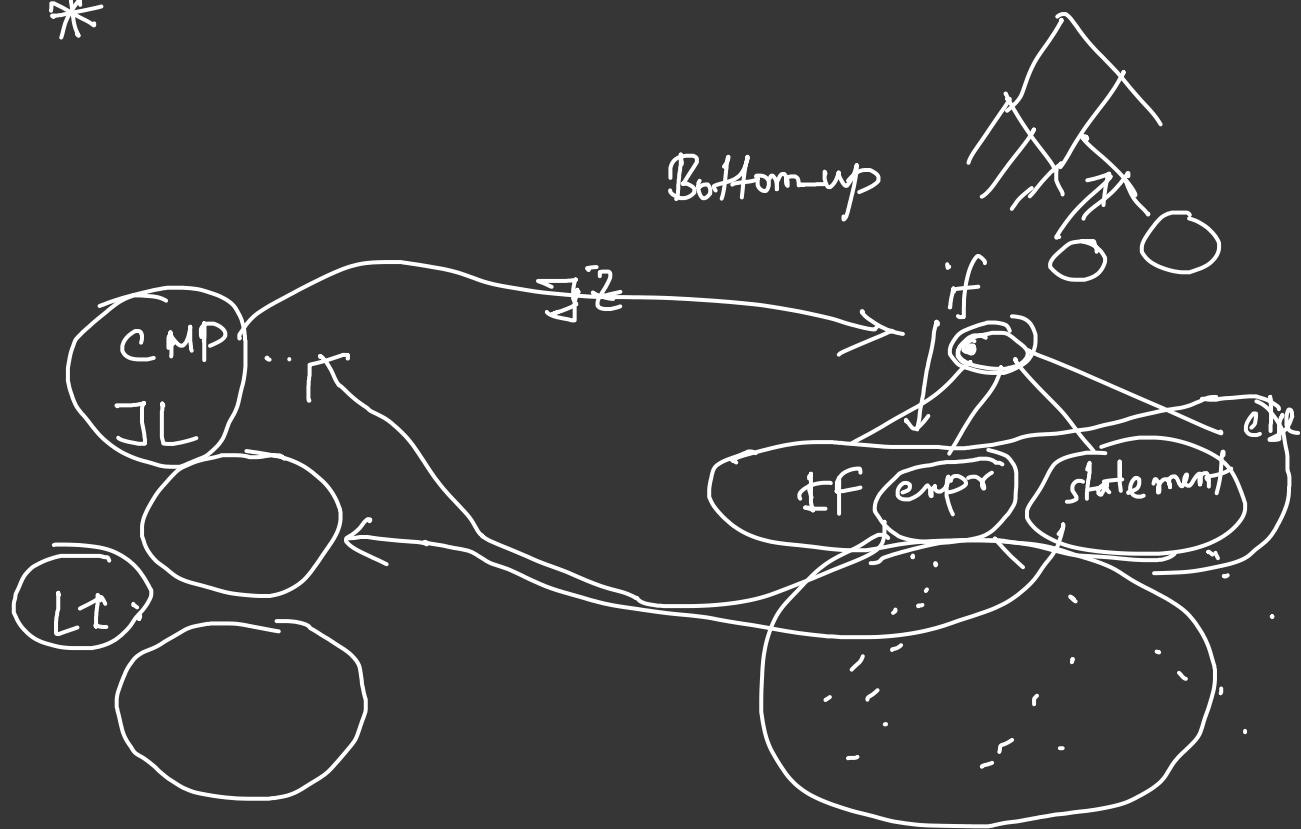
Variables

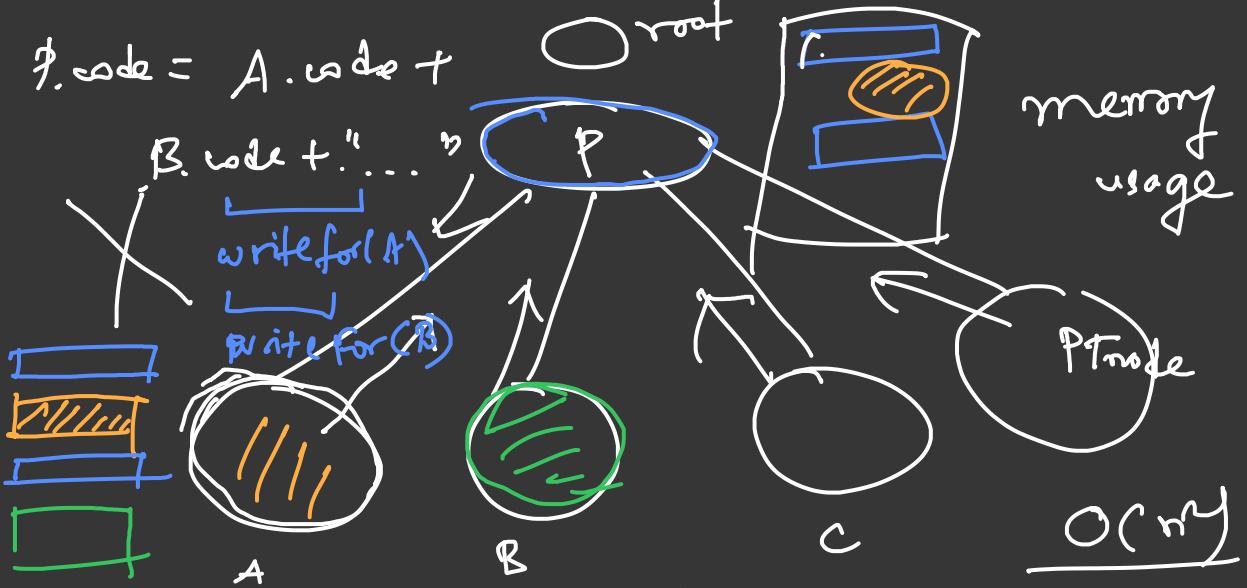
- local
- global

.....



\*



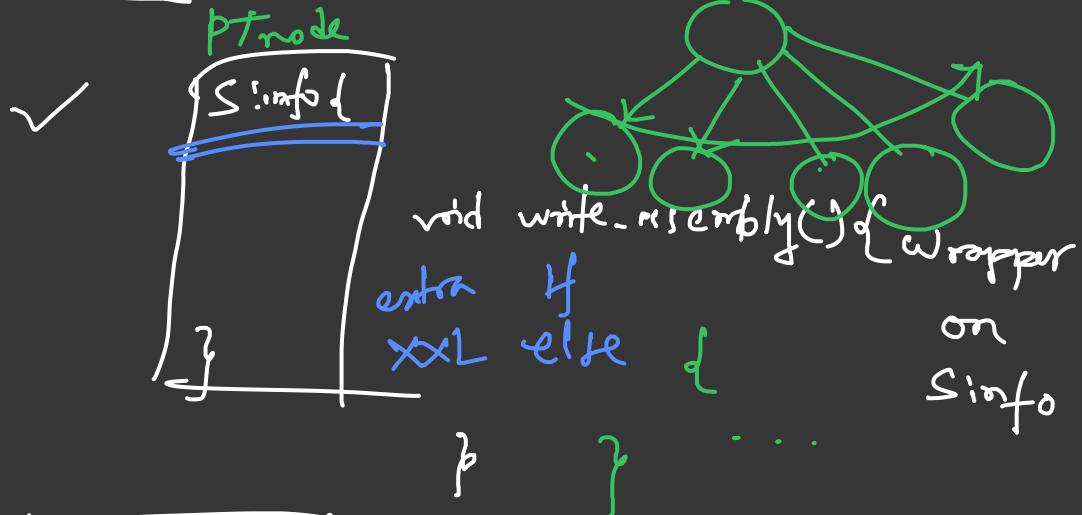


$\xrightarrow{\text{parseTree}}$  for each non-terminal

~~① Temp File~~ ...

② Top down when I am at P  
 $\rightarrow$  I will keep adding appendage  
 and child code order

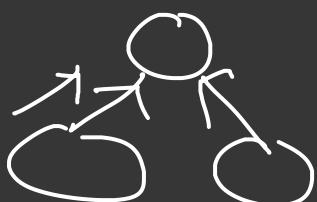
③ PostOrder(mst)

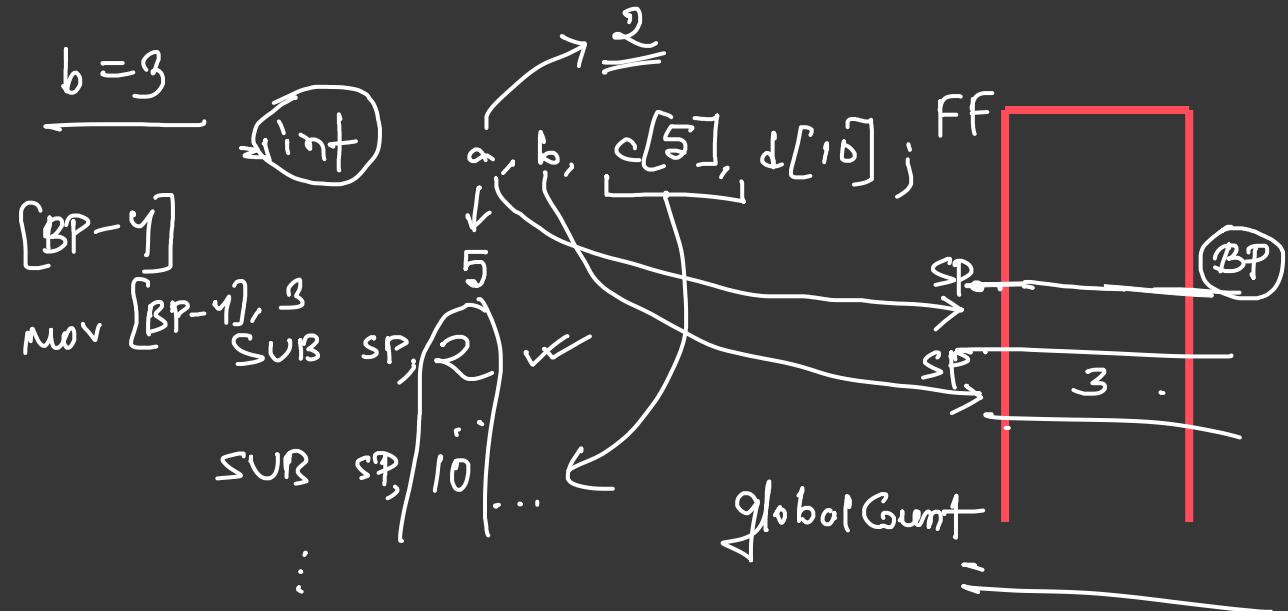
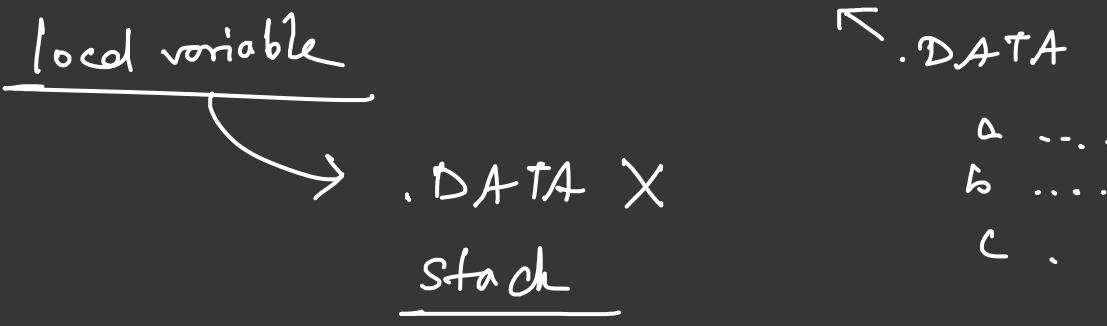


on-the-fly

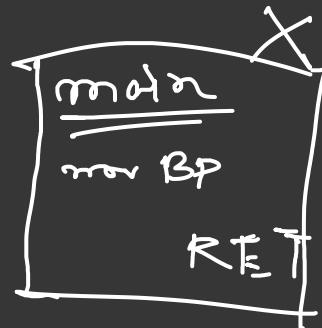
node → Output

Double-Pass



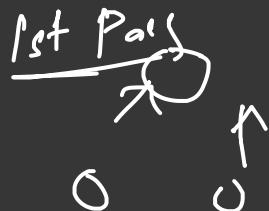


ADD SP, count



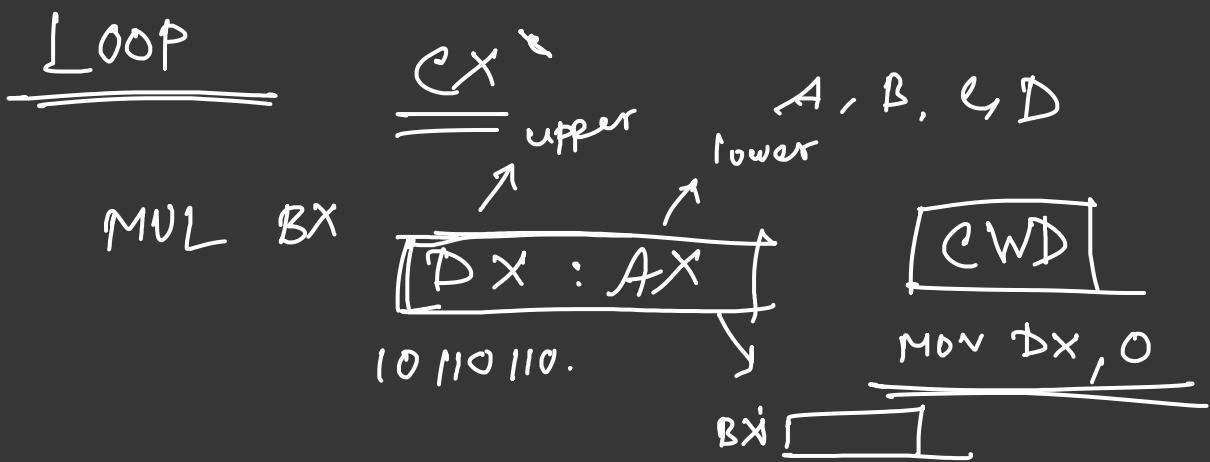
$a = 5$

MOV  $[BP - 2], 5 \checkmark$



$Y \rightarrow \text{stack offset}$

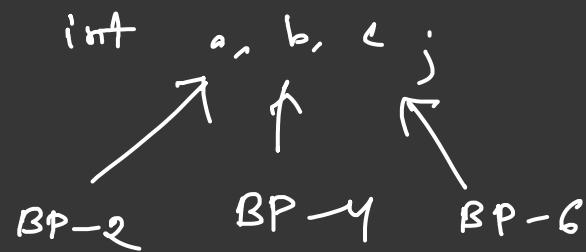
$2^{m+1} \text{ pass}$



DX → Remainder

AX → Quotient

D Local Vor



int f(int a, int b, int c) {
 int x, y;
 x = 2; // MOV [BP-2], 2
 a = 4; // MOV [BP+8], 4
 }

Caller

CALL f

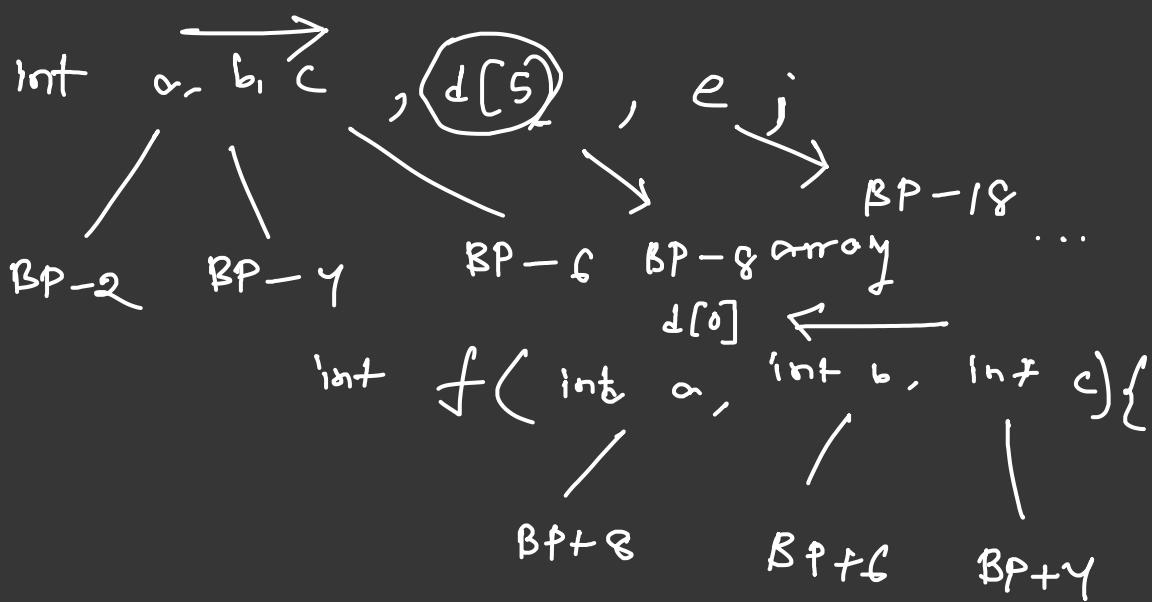
FF	
<u>a</u>	BP+8
b	BP+4
c	BP+0
...	
r	BP
x	BP-2
y	BP-4

} push all args to stack

f(1, 2, 3)

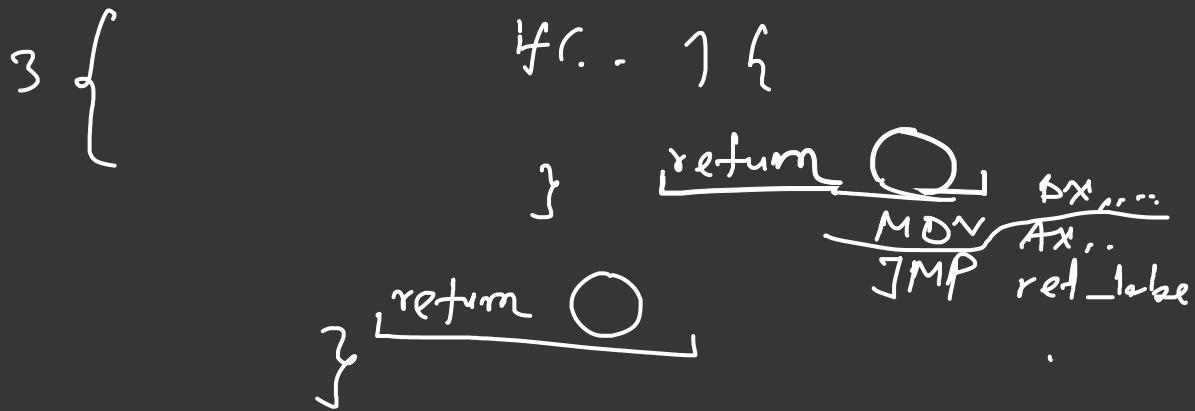
$$f(1, 2, 3)$$

MOV AX, 1  
push AX ✓  
  
MOV AX, 2  
push AX ✓  
:  
CALL f ✓



return

intf .. .{



CALL f  
AX ... ↓

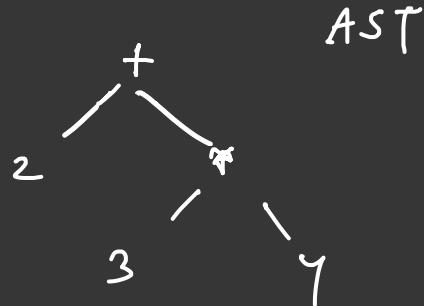
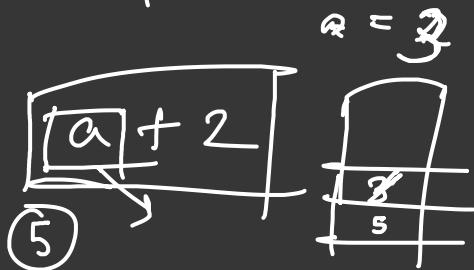
ret\_label:



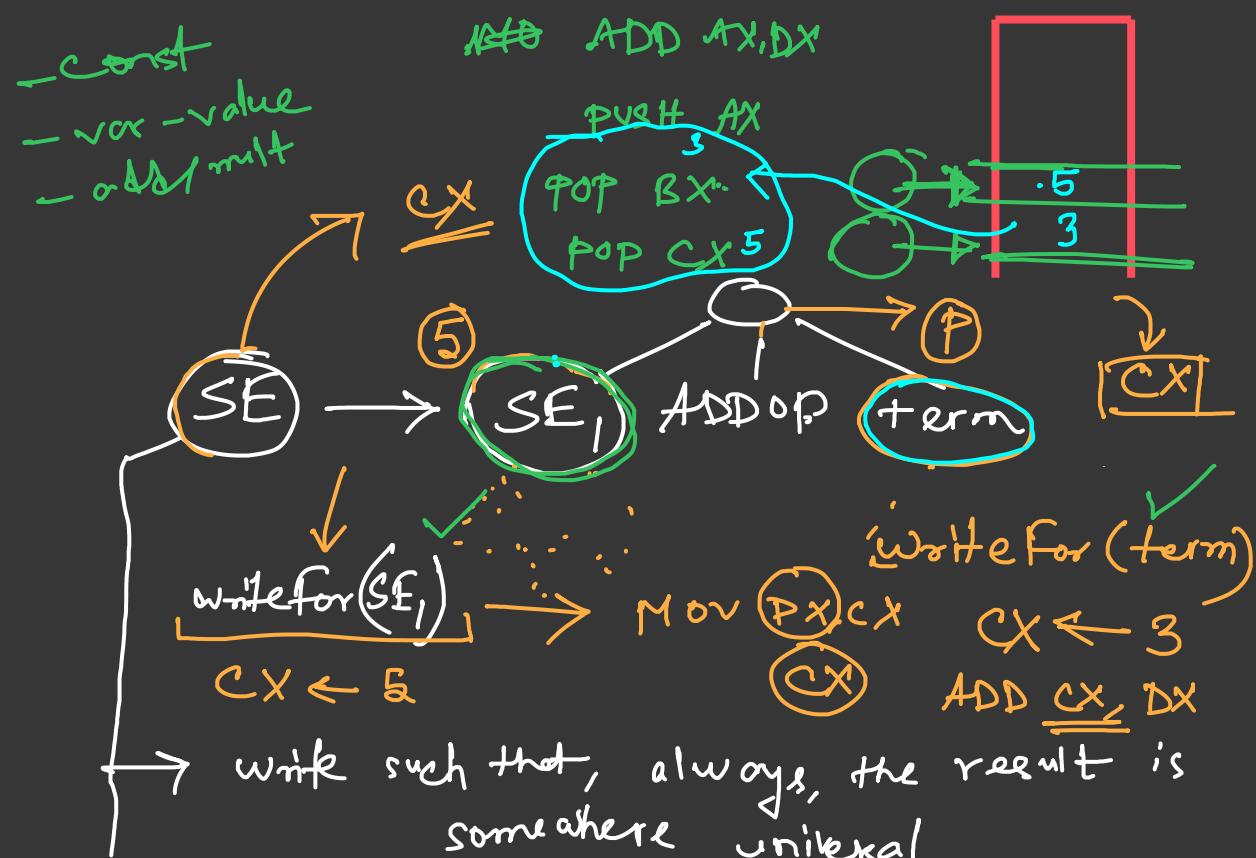
P → Q

# Expression

$2 + 3 * 4$



\* Whenever, a new value is prepared, push to stack



Approach ① write result in  $\boxed{CX}$ , BX

② stack push

f, Loop, Array      ↗  
      a[3] =     
(ST) → ↘  
                    hashmap

Thank You  $\angle 3$

