

```
-- Week 2, Activity 4:
-- Our first interpreter (only numbers)

local lpeg = require "lpeg"
local pt = require "pt"
local loc = lpeg.locale()

-----
-- FRONTEND: PARSER
-- Our frontend is a parser that gets a source code as input and produces an
-- intermediate representation of the program in an AST
-----
-- Initial patterns:
local spc = loc.space^0
local vazio = -lpeg.P(1)
local sinal = lpeg.S("+ -")^-1

-- Function that get's a number and return a node of AST
function node(numero)
    return {
        tag = "numero",
        val = tonumber(numero)
    }
end

-- What is a number? Note that an AST node is returned
local numero = ((sinal * loc.digit^1) / node) * spc

-- The parser per si:
local function parse(input)
    return numero:match(input)
end

-----
-- BACKEND: CODE GENERATOR
-- Our backend is a code generator that get's an AST and generate the final
-- output of the compiler
-----
-- The compiler per si:
local function compile(ast)
    if ast.tag == "numero" then
        return {"push", ast.val}
    end
end

-----
-- INTERPRETER
-- Receives the intermediate code produced by the compiler and empty stack and,
-- when finished, leaves the result of the expression on the top of the stack.
-----
-- The interpreter:
local function run(code, stack)
    local pc = 1 -- program counter
    local top = 0 -- top of stack
    while pc <= #code do
        if code[pc] == "push" then
            pc = pc + 1
            top = top + 1
        end
    end
end
```

```
        stack[top] = code[pc]
    else
        error("unknown instruction")
    end
    pc = pc + 1
end
end
```

-- Tests:

-- Get's the source code (only a number for now):

```
local input = io.read("a")
```

-- The frontend (parser) generates as AST:

```
local ast = parse(input)
```

```
print(pt.pt(ast))
```

-- The backend (code generator) compiles AST to intermediate code:

```
local code = compile(ast)
```

```
print(pt.pt(code))
```

-- We run the interpreter passing as arguments the intermediate code and AST:

```
local stack = {}
```

```
run(code, stack)
```

```
print(stack[1])
```