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# Toy Cool Programs

Akash Tadwai

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## Incorrect Cool Programs

### Program - I:

**Cause :** Type Identifier should begin with capital letter

**Error:** "incorrect1.cl", line 3: syntax error at or near OBJECTID = string  
Compilation halted due to lex and parse errors

### Program - II:

**Cause :** Non-escaped characters shouldnot be present

**Error:** "incorrect2.cl", line 3: syntax error at or near OBJECTID = string  
Compilation halted due to lex and parse errors

### Program - III:

**Cause :** Right Star is missing in comment

**Error:** "incorrect3.cl", line 7: syntax error at or near ERROR = EOF in comment  
Compilation halted due to lex and parse errors

### Program - IV:

**Cause :** case sensitive keyword

**Error:** "incorrect4.cl", line 2: syntax error at or near TYPEID = False  
Compilation halted due to lex and parse errors

### Program - V:

**Cause :** Zero Width Space is not recognized by cool

**Error:**"incorrect5.cl", line 5: syntax error at or near ERROR = \342  
Compilation halted due to lex and parse errors

## Correct Cool Programs

The following are some common MIPS instructions which are used in MIPS assembly language.

- ***addiu*** → Add immediate unsigned (No overflow)
- ***sw*** → Store Word
- ***move*** → Move value stored at address to registers
- ***bne*** → Branch on not equal
- ***la*** → Load address
- ***li*** → Load immediate
- ***jal*** → Jump and link
- ***\$s0 - \$s7*** → Saved values representing final computed results
- ***\$t0 - \$t9*** → Temporary variables
- ***\$a0 - \$a3*** → Arguments for a subroutine
- ***\$ra*** → Return address
- **class\_nameTab** section contains information about the classes like str\_const parts
- **str\_const(I)** sections contains all the string literals in our code section.
- **Function calls** corresponds to using branch instructions in the assembly

The MIPS generated codes for the correct programs are as follows:

### Program - I : Exponent

```
1 Main.exponent:
2   addiu $sp $sp -12
3   sw   $fp 12($sp)
4   sw   $s0 8($sp)
5   sw   $ra 4($sp)
6   addiu $fp $sp 4
7   move $s0 $a0
8   la   $a0 str_const0
9   sw   $a0 0($sp)
10  addiu $sp $sp -4
11  move $a0 $s0
12  bne $a0 $zero label6
13  la   $a0 str_const4
14  li   $t1 1
15  jal  _dispatch_abort
```

Listing 1: *exponent.s*

## Program - II: LCM

```
1 Main.LCM:
2     addiu $sp $sp -16
3     sw    $fp 16($sp)
4     sw    $s0 12($sp)
5     sw    $ra 8($sp)
6     addiu $fp $sp 4
7     move  $s0 $a0
8     la    $a0 str_const0
9     sw    $a0 0($sp)
10    addiu $sp $sp -4
11    move  $a0 $s0
12    bne   $a0 $zero label10
13    la    $a0 str_const4
14    li    $t1 1
15    jal   _dispatch_abort
```

Listing 2: *LCM.s*

## Program - III: Parity Check

```
1 Main.parity:
2     addiu $sp $sp -12
3     sw    $fp 12($sp)
4     sw    $s0 8($sp)
5     sw    $ra 4($sp)
6     addiu $fp $sp 4
7     move  $s0 $a0
8     la    $a0 str_const0
9     sw    $a0 0($sp)
10    addiu $sp $sp -4
11    move  $a0 $s0
12    bne   $a0 $zero label11
13    la    $a0 str_const4
14    li    $t1 1
15    jal   _dispatch_abort
```

Listing 3: *parity.s*

## Program - IV: Pascal Traingle

```
1 Main.Pascal_traingle:
2     addiu $sp $sp -20
3     sw    $fp 20($sp)
4     sw    $s0 16($sp)
5     sw    $ra 12($sp)
6     addiu $fp $sp 4
7     move  $s0 $a0
8     la    $a0 str_const0
9     sw    $a0 0($sp)
10    addiu $sp $sp -4
11    move  $a0 $s0
12    bne   $a0 $zero label0
13    la    $a0 str_const4
14    li    $t1 1
15    jal   _dispatch_abort
```

Listing 4: *Pascal\_triangle.s*

## Program - V: Subsequence Check

```
1 Main.subsequence:
2 Main.main:
3     addiu $sp $sp -12
4     sw    $fp 12($sp)
5     sw    $s0 8($sp)
6     sw    $ra 4($sp)
7     addiu $fp $sp 4
8     move  $s0 $a0
9     la    $a0 str_const0
10    sw    $a0 0($sp)
11    addiu $sp $sp -4
12    move  $a0 $s0
13    bne   $a0 $zero label13
14    la    $a0 str_const5
15    li    $t1 1
16    jal   _dispatch_abort
```

Listing 5: *subsequence.s*