

# ASSIGNMENT - 4 COMPILERS

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Q1. The symbol table has the following info about identifiers:

- ~~Name~~ Name
- Data type
- Block level
- Scope
- Offset from base pointer
- Initial value, default value
- Others (depending on context)

Q2.

TAC	op	1	2	result
$t10 = j + 2$	+	j	2	t10
$j = t10$	=	t10	null	j
$t6 = j * 4$	*	j	4	t6
$t1 = \text{mrr}[t6]$	=[]	mrr	t6	t1
if $t1 < \text{arg}$ goto G	<	t1	arg	G

Q3. Global Symbol Table

PTO

## Global Symbol Table:

Name	Type	Datatype	Size
x	var	int	4
f	fun	int $\rightarrow$ void	0
g	fun	int $\rightarrow$ int	0

f symbol table

m	parameter	int	4
x	var	float	4
y	var	float	4

g symbol table

n	par	int	4
t	var	bool	1

i	Var	int	4
j	var	int	4

x	var	int	4
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