

## 17. LABELS AND SWITCHES

### 17.1 go-to-statements

A program point (label) and a switch is uniquely defined by the following items:

Ordinary (label or switch):

Apparent block level and program address.

Virtual (label or switch):

Apparent block level and virtual index.

Actual parameter (label or switch):

Driver pointer and program address. (This is called a dynamic label).

Go to an ordinary label (except for local labels) and go to a formal label will be treated as equivalent since replacing the apparent block level BL by DDISPLAY (BL) for an ordinary label will give a case that may be handled by the formal go to procedure.

Thus only two routines in the runtime system will handle go to as a label:

GL (go to label)

GVL (go to virtual label)

The subroutine CONDDDEL (which will determine whether a driver shall be deleted or not and perform the deletion) is used by GL.

For an actual parameter which is not an identifier, a thunk is created.

A designational expression is evaluated by TFL (take formal label).

For a switch, a switch calculation routine SWC is assumed to calculate a dynamic label (dp,pa) and enter the go to subroutine. This routine is not described here.

```
procedure condel (x); ref (driver) x;
  begin
    if x.md then
      begin if not x.obj.PP.local classes then
        begin if x.dot then deletenotice (x.drp);
          deletenotice (x); x.obj.MDP := none; end
        else begin x.drex := x.drp; x.pex := none; x.acs := none;
          end
        end
      else if x.dot then begin deletenotice (x.drp);
        deletenotice (x) end
      else deletenotice (x);
    end condel;
```

```
procedure GVL (bl,index); integer bl,index;
  begin ref (program) k;
    k := DISPLAY (bl).PP.progaddr (index) qua program;
    if k == none then error ("GVL",1);
    GL (DISPLAY (bl),k)
  end GVL;
```

```
procedure GL(b,m); ref (object) b; ref (program) m;
  begin ref (driver) d; Boolean legal;
    while CD.obj /= b or not CD.md do
      begin if CD.rp then
        begin d := CD.drp;
          if d == none then error ("GL",1);
          legal := CD.pb;
        end else d := CD.drex;
        condel (CD);
        CD := d;
      end;
    if not legal then error ("GL",2);
    go to m;
  end GL;
```