

20. SEPARATE COMPILATION *)

According to the Common Base definition, separate compilation of procedures and classes may be introduced in a Common Base implementation.

When a program using a separately compiled class is compiled, all identifiers local to the class must be known by the compiler. This may be solved by making a separately compiled class consisting of two parts: a name table (with type indication and relative address) and the object code.

It is permitted to restrict the use of a separately, compiled class (and also a system class) in the program by enforcing the rule that an external declaration of a class C may only appear on one single block level within the program.

This does not prohibit the use of an external declaration for the same class in two blocks with disjoint scope if these are on the same static level.

21. Store_collapse

21.0 Main_flow_of_store_collapse

The store collapse consists of six phases:

1. Start on CD, locate all referenceable objects.
MDP of referenceable objects will at the end of this phase point to itself.
2. Scan POOL 1 sequentially.
Compute addresses of objects in POOL 1 after move (in phase 5) and store in MDP.
Chain first block of each available area to the next used block to speed up later phases.

*) The problems of Separate Compilation are currently being studied by the SIMULA Standards Group.