

else

The object program for the preceding statement or expression is completed by TAKE and UNSTAK. If the top of the stack is 'then S' the subroutine ENDSTA is used to compile the procedure zero call.

e.g. if a < b then procedure else go to label;

The top of the stack is then tested for 'then S' or 'then E' to differentiate between a conditional statement and a conditional expression. In each case a UJ operation is compiled which will be updated at the end of the statement, and the IFJ operation around the then part is updated.

Finally 'else E' or 'else S' is stacked, (in the case of an expression TYPBOX is stacked to show the type of the then expression), as is the address of the incomplete UJ operation around the else part.

In the case of conditional statements E, ARITH and EXPTYP are reset for the following statement.