

# CMSC 430: Introduction to Compilers

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Con: conditional execution

# Growing a Language

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- ▶ Write examples
- ▶ Extend concrete syntax
- ▶ Extend abstract syntax
- ▶ Extend parser
- ▶ Revise interpreter to specify semantics
- ▶ Revise compiler & run-time system to implement semantics
- ▶ Test against examples

# Conditional execution

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- ▶ Con adds **conditionals** to our target language.
- ▶ Concrete syntax: `(if (zero? e0) e1 e2)`
  - `(if (zero? 0) (add1 2) 4)`
  - `(if (zero? 1) (add1 2) 4)`
- ▶ AST: `IfZero e0 e1 e2`
  - `(if (zero? 0) (add1 2) 4)`

**parsed as**

➤ `(IfZero 0 (add1 2) 4)`

# Con Operational Semantics

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```
(if (zero? 0) (add1 2) 4) means 3  
(if (zero? 1) (add1 2) 4) means 4
```

Not con programs:

```
(zero? 0)  
(if #t 5 10)  
(if 1 10 20)
```

## Con: Let us implement it

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- ▶ Ast: ast.rkt
- ▶ Parser: parse.rkt
- ▶ Interpreter: interp.rkt
- ▶ Compiler: compile.rkt
- ▶ Randomized testing: random.rkt