

Report on

"C++ MINI COMPILER"

Submitted in partial fulfillment of the requirements for Sem VI

Compiler Design Laboratory

Bachelor of Technology in Computer Science & Engineering

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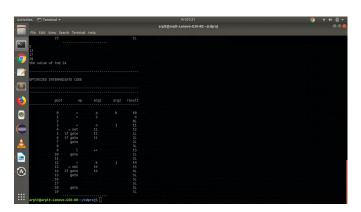
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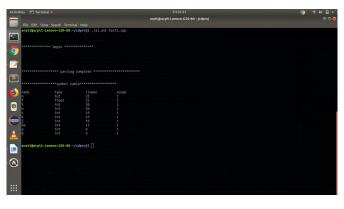
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INTRODUCTION:

- We have implemented a simple c++ compiler using LEX and YACC.
- The compiler performs Lexical Analysis, Syntax Analysis, Intermediate Code Generation (Three Address Code), Code Optimization and generates Abstract Syntax tree.
- The identifier information is stored in a symbol table.
- The tools used are Flex and Bison.
- **About C++:**
 - C++ is a middle-level programming language developed by Bjarne Stroustrup starting in 1979 at Bell Labs.
 - C++ is a statically typed, compiled, general-purpose, casesensitive, free-form programming language that supports procedural, object-oriented, and generic programming.
 - C++ is a superset of C, and that virtually any legal C program is a legal C++ program.









ARCHITECTURE OF THE LANGUAGE:

• C++ is a statically typed, compiled, general-purpose, casesensitive, free-form programming language that supports procedural, object-oriented, and generic programming.

FEATURES OF THE COMPILER:

- 1. Syntax includes detecting class, compound statements, functions, header files, namespace, for loop, if else conditional statements, variable declaration, assignment, array declaration, function call. If any of the above mentioned syntax rules is not satisfied the compiler throws a syntax error with the line number.
- 2. Semantics include variable type checking, undeclared identifiers, type mismatch.
- 3. Compiler prints the abstract Syntax tree for the input code. Syntax tree for if else statements, for loop and expressions will be printed .
- 4. Intermediate code Generation for expressions, if else statements, for loops.
- 5. Copy Propogation and Constant propogation Optimization.

LITERATURE SURVEY:

references for the project :

- class slide
- geeks for geeks(for concepts)
- tutorialspoint (lex and yacc)
- lex and yacc, 2nd Edition by Tony Mason, Doug Brown, John Levine
- Lab Conduction

Grammar:

```
start:
   INCLUDE start | function start | class start | nam start | declaration start |
nam: USING NAMESPACE obj ';';
class:
              CLASS ID '{' classbdy '}' classobj ';'
classbdy:
              ACCESS ':' classbdy | declaration classbdy | function classbdy | ;
classobj : ID ',' classobj | ID |;
function:
        type ID '(' arg_list ')' compound_statement |
        type ID '(' ')' compound_statement |
        type ID '(' type_list ')' ';' |
        type ID ':":' ID '(' arg_list ')' compound_statement |
        type ID ':":' ID '(' ')' compound_statement
arg_list : arg ',' arg_list | arg ;
type_list : type ',' type_list | type ;
arg:
       type ID |
compound_statement:
        '{' statement_list '}' |
         '{''}'
```

```
statement_list:
              statement |
              statement_list
statement:
              declaration |
              assignment |
              array |
              for |
              if else
              function_call |
              RETURN expression ';'
declaration:
              type identifier_list ';';
identifier_list:
              ID ',' identifier_list | ID
assignment:
              ID '=' expression ';' |
              type ID '=' expression ';'
for:
              FOR '(' assignment expression ';' expression ')' compound_statement |
              FOR '(' assignment expression ';' expression ')' statement |
              FOR '(' ';' expression ';' ')' compound_statement |
              FOR '(' ';' ';' ')' compound_statement |
              FOR '(' assignment ';' ')' compound_statement |
              FOR '(' assignment expression ';' ')' compound_statement |
              FOR '(' ';' expression ';' expression ')' compound_statement |
              FOR '(' assignment ';'expression ')' compound_statement
if_else:
              IF '(' expression ')' compound_statement |
              if_else ELSE IF '('expression ')' compound_statement |
              if_else ELSE compound_statement
```

```
expression : expression AND rel_exp | expression OR rel_exp | NOT rel_exp |
rel_exp;
rel_exp : rel_exp relop add_expression | add_expression ;
add_expression : add_expression '+' mul_expression | add_expression '-'
mul_expression |
                                            mul_expression;
mul_expression : mul_expression '*' cast_exp | mul_expression '/' cast_exp | cast_exp
cast_exp : unary_exp | '(' type ')' cast_exp ;
unary_exp: exp | INCR exp | DECR exp | exp INCR | exp DECR | unary_op exp;
unary_op: '-' | '+' | '&' | '!';
exp : base | exp '(' ')' | exp '(' identifier_list ')' ;
base: ID | NUM | FNUM | STRING | '(' expression')';
relop: LE | GE | GT | LT | EE | NE;
array:
              type ID '[' NUM ']' ';' |
             type ID '[' NUM ']' '=' STRING ';' |
             ID '[' NUM ']' '=' STRING ';' |
              type ID '[' NUM ']' '=' NUM ';' |
              ID '[' NUM ']' '=' NUM ';'
function_call:
              ID '(' identifier_list ')' ';'
             ID '(' ')' ';'
obj: STD;
type:
              INT | VOID | CHAR | FLOAT | DOUBLE | BOOL
```

DESIGN STRATEGY:

SYMBOL TABLE CREATION -

- Determining the structure of the symbol table.
- What information needs to be stored.
- Decide the data structure to be used.

ABSTRACT SYNTAX TREE -

- Syntax tree for expressions, if else conditional statements, for loops.
- o SDD for AST.
- Decide the data structure to be used.

• INTERMEDIATE CODE GENERATION -

- Generate Three address code for expressions, if else statements, for loop.
- Implement functions.
- Use records to store Intermediate Code.

CODE OPTIMIZATION -

- Select any optimization technique.
- Copy propogation and Constant Propogation.
- o Implement functions.

• ERROR HANDLING -

- Oetect any unmatched tokens.
- Throw syntax error if the grammar is not satisfied.
- Check for type mismatch, undeclared variables, Scope.

IMPLENTATION DETAILS:

SYMBOL TABLE CREATION -

- Symbol table fields include Identifier name, type, line no, scope.
- Data Structure used to implement
 Symbol table "LINKED LIST"

ABSTRACT SYNTAX TREE -

- Data Structure used to implement AST"Tree"
- o SDD for AST.
- Mknode function used to create nodes for each rule.
- Print the tree in post order.

INTERMEDIATE CODE GENERATION -

- functions used to generate code, create labels.
- Quadruple records used to store ICG.
- Structure contains result ,arg1 ,arg2 ,op

CODE OPTIMIZATION -

 Implements a function to apply copy propogation and contsant propogation optimization technique.

ERROR HANDLING -

- specify the regex to detect tokens.
- Use symbol table to store identifier information and use it for detecting type mismatches and undeclared variables.
- BNF grammar to detect Syntax errors and prints the line number.

RESULTS AND CONCLUSIONS:

- A Simple Mini c++ compiler that features Symbol Table, Intermediate Code Genration, Abstract Syntax tree and Code Optimization.
- Detects Syntax errors and prints the lines.
- Stores identifier information in Symbol Table.
- Intermediate Code Generation for expressions, if else statements, for loops.
- Copy Propogation and constant propogation Optimization.

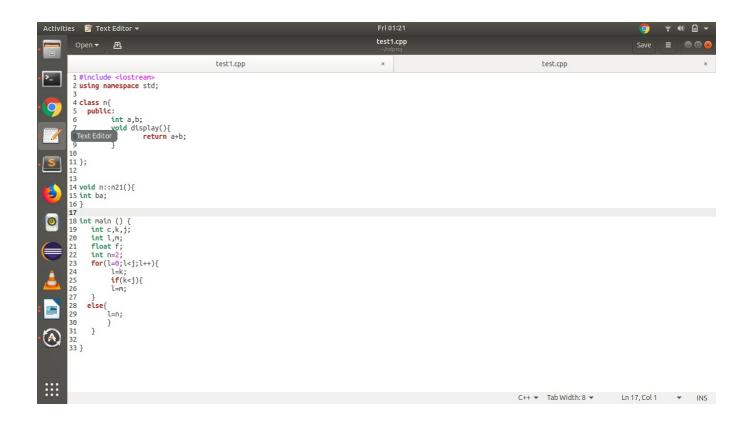
Shotcomings -

- 1. Grammar, AST, ICG and optimization implemented only for expressions, if else statements and for loops.
- 2. Only copy propogation and constant propogation optimization techniques applied.

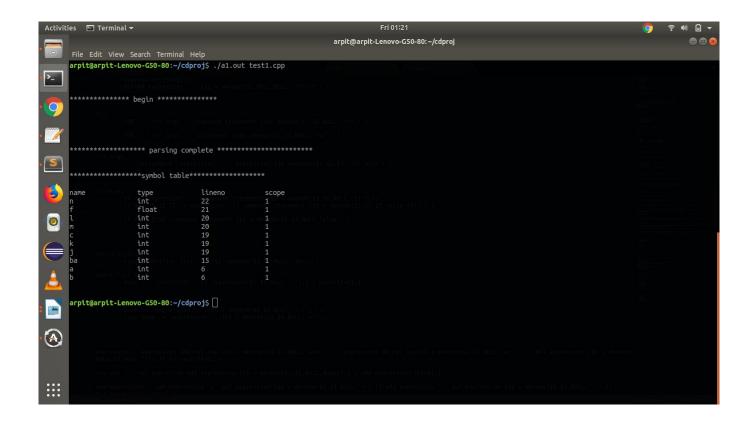
FUTURE ENHANCEMENTS -

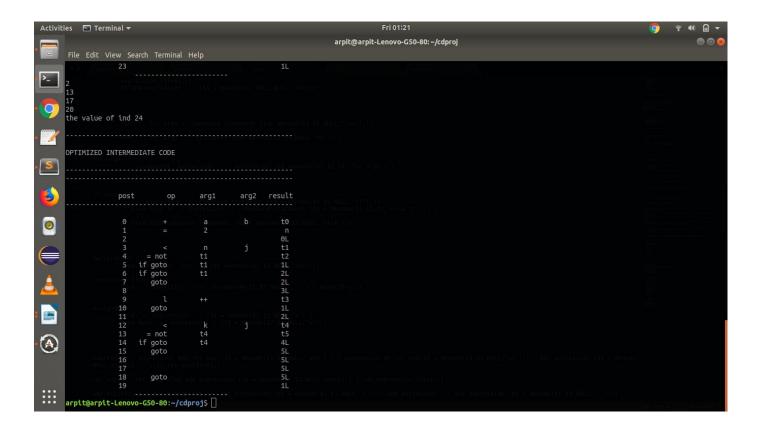
- 1. Grammar, AST, ICG and optimization implementation for while loops, switch statements, control structures etc.
- 2. Add more optimizations to the code.

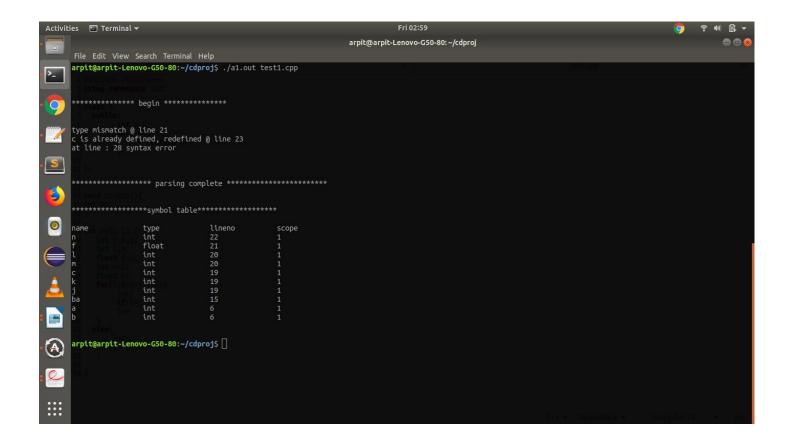
SNAPSHOTS:











COMPILER DESIGNER PROJECT

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