

CPSC326 | Homework 4: Semantic Checker | 3/19/2025 | Arjuna Herbst

For the semantic checker, I created a series of tests to ensure that the areas I struggled with the most while completing the assignment were working properly, not just passing the provided tests. For my positive tests, I created a test to ensure that my semantic checker could handle struct creation and basic operations since I had some problems with them when I was implementing my visit methods.

As for my negative test cases, the first test I created tested my semantic checker to ensure that it could properly identify type mismatches when assigning arrays of one struct type to another. I struggled when checking for correct array accesses inside structs, so I created another test that looks for that.

Positive test cases inputs:

```
struct Person {
    name: string,
    age: int
}

void printPerson(p: Person) {
    if p != null {
        print(p.name)
        print(p.age)
    }
}

void main() {
    var p1: Person = new Person("Alice", 25)
    var p2: Person = new Person("Bob", 30)
    printPerson(p1)
    # Simple assignment operations
    p1.age = 26
    var name: string = p2.name
    # Null check
    if p1 != null {
        print("Person exists")
    }
}
```

```

int addOne(x: int) {
    return x + 1
}
int multiplyByTwo(x: int) {
    return x * 2
}
void main() {
    var x: int = 5
    # Basic function call chain
    var result: int = multiplyByTwo(addOne(x))
    # Use the result
    if result > 10 {
        println("Result is greater than 10")
    } else {
        println("Result is less than or equal to 10")
    }
}

```

Positive test cases inputs:

```

struct Point {x: int, y: int}
struct Line {p1: Point, p2: Point}

void main() {
    var points: [Point] = new Point[3]
    var lines: [Line] = points # This should fail - type mismatch
}

```

```

struct Employee {name: string, id: int}

void main() {
    var emp: Employee = new Employee("Alice", 101)
    print(emp.salary)
}

```

```

void main() {
    var x: string = "Hello"
    var y: int = 5
    var z: string = x - y
}

```

