

Assignment

- What is the meaning of assignment?
- Let's add assignment to our calc language

Calc → *Calc ; Assign*
 | *Assign*
Assign → *Id := Expr*

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3.add.sl

PROGRAM exprAdd; → Generate prologue code

```
VAR i,j,k,l : INTEGER;
BEGIN
  WRITE(10+20);
  i := 1; k := 3; l := 4;
  j := i + l + k;
  WRITE(j)
END.
```

```
.data
.newline: .asciiz "\n"
.text
.globl main
main: nop
      move $fp,$sp
```

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3.add.sl

PROGRAM exprAdd;

VAR i,j,k,l : INTEGER; → Fill symbol table info for all variables

```
BEGIN
  WRITE(10+20);
  i := 1; k := 3; l := 4;
  j := i + l + k;
  WRITE(j)
END.
```

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3.add.sl

PROGRAM exprAdd;

VAR i,j,k,l : INTEGER;

```
BEGIN
  WRITE(10+20);
  i := 1; k := 3; l := 4;
  j := i + l + k;
  WRITE(j)
END.
```

```
.newline: .asciiz "\n"
.text
.globl main
main: nop
      move $fp,$sp
      li $s0, 10
      li $s1, 20
      add $s2, $s0, $s1
      move $a0, $s2
      li $v0, 1
      syscall
      li $v0, 4
      la, $a0, .newline
      syscall
```

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3.add.sl

```

PROGRAM exprAdd;

VAR i,j,k,l : INTEGER;

BEGIN
  WRITE(10+20);
  i := 1; k := 3; l := 4;
  j := i + l + k;
  WRITE(j)
END.

```

```

...
add $s0, $gp, 0
li $s1, 1
sw $s1, 0($s0)
add $s0, $gp, 8
li $s1, 3
sw $s1, 0($s0)
add $s0, $gp, 12
li $s1, 4
sw $s1, 0($s0)

```

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3.add.sl

```

PROGRAM exprAdd;

VAR i,j,k,l : INTEGER;

BEGIN
  WRITE(10+20);
  i := 1; k := 3; l := 4;
  j := i + l + k;
  WRITE(j)
END.

```

```

...
add $s0, $gp, 4
add $s1, $gp, 0
lw $s2, 0($s1)
add $s1, $gp, 12
lw $s3, 0($s1)
add $s1, $s2, $s3
add $s2, $gp, 8
lw $s3, 0($s2)
add $s2, $s1, $s3
sw $s2, 0($s0)

```

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3.add.sl

```

PROGRAM exprAdd;

VAR i,j,k,l : INTEGER;

BEGIN
  WRITE(10+20);
  i := 1; k := 3; l := 4;
  j := i + l + k;
  WRITE(j)
END.

```

```

...
add $s0, $gp, 4
lw $s1, 0($s0)
move $a0, $s1
li $v0, 1
syscall
li $v0, 4
la, $a0, .newline
syscall
li $v0, 10
syscall

```

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