

CMPE 230 Systems Programming
Homework 1 (due March 24th)
(This project can be done using Java or C or C++)

In this project, you will implement

- a) A compiler for a language called Simple that will compile Simple code to an abstract *stack machine* code.
- b) A stack machine simulator that will take stack machine code and execute it.

The grammar for the Simple language will be as follows:

```
stm      →  id := expr
          |  print expr
          |  if expr then stm
          |  while expr do stm
          |  begin opt_stmts end

opt_stmts →  stmt_list
          |  ε

stmt_list →  stmt_list ; stm
          |  stm

expr      →  term moreterms

moreterms →  + term moreterms
          |  - term moreterms
          |  ε

term      →  factor morefactors

morefactors →  * factor morefactors
             |  / factor morefactors
             |  div factor morefactors
             |  mod factor morefactors
             |  ε

factor    →  ( expr )
          |  id
          |  num
```

Your compiler should be able to parse codes given in Simple language following the grammar rules given above. Note that **id** is an identifier (variable) and **num** is a number.

The stack machine will be able to execute the following instructions:

+ - * / div mod	binary operations
push v	push v onto the stack

rvalue l	Push contents of data location l
lvalue l	Push address of data location l
pop	Throw away value on top of the stack
:=	The r-value on top is placed in the l-value below it and both are popped
copy	Push a copy of the top value on the stack
print	Print the value on top and then pop the value.
label l	Target of jumps to l, has no other effect
goto l	Next instruction is taken from statement with label l
gofalse l	Pop the value on top, jump to l if it is zero
gotrue l	Pop the value on top, jump to l if it is nonzero
halt	Stop execution

Here are some example of translations of small code fragments:

Example 1

The program **val := (461*y) div 4 + (200*m+2) div 5 + d** is translated to:

Instructions		Data		Stack	
0	lvalue val	18 (val)	Val	...	
1	push 461	19 (y)		...	
2	rvalue y	20 (m)		...	
3	*	21 (d)		...	
4	push 4	22		...	
5	div	23		...	
6	push 200	24		...	
7	rvalue m	25		...	
8	*	26		...	
9	push 2	27		...	
10	+	28		...	
11	push 5	29		...	
12	div	30		...	
13	+	31		...	
14	rvalue d	32		...	
15	+			4093	
16	:=	...		4094	
17	halt			4095	

As seen in this example, infix expressions are converted into postfix expressions.

Example 2

Consider the following if statement

if *expr* then *stm*

It will be translated as:

code for <i>expr</i>
goto false out
code for <i>stm</i>
label out

Example 3

Consider a while loop:

while expression do *stm*

It will be translated as follows:

label test
code for <i>expr</i>
goto false out
code for <i>stm</i>
goto test
label out