Project GF2 Introduction

Andrew Gee

Department of Engineering, University of Cambridge

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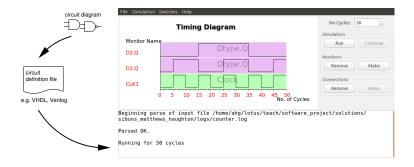
Simulating digital circuits



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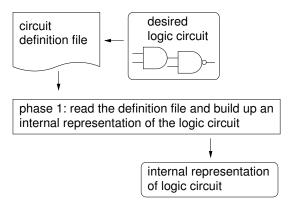


Simulating digital circuits



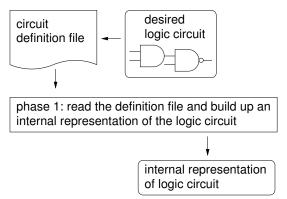
The GF2 logic simulator

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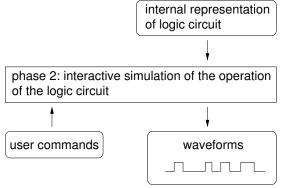


You are to produce the scanner and parser for phase 1 . . .



The GF2 logic simulator

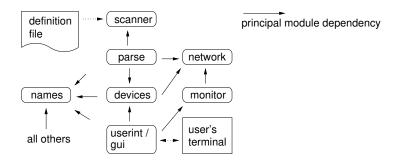
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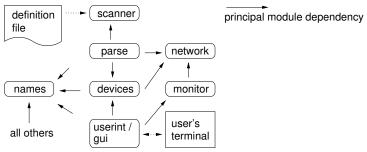
... and the graphical user interface for phase 2.



Software structure

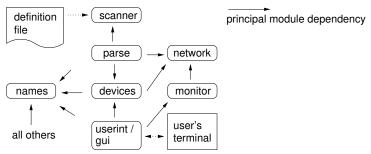


Software structure



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- Other modules are supplied and functional, but maybe not to your taste. This is normal when working in teams.



You will learn about:

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- Collaborative coding and version control
- Documentation and user guides
- Working to deadlines



Project schedule and deadlines

Week 1 12 May	Week 2 19 May	Week 3 26 May	Week 4 2 June	
exercises langu	· ·	names, scanner	egrate system write maintenance	report
review supplied co	de class design	GUI	2IR	FR
! !				

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preliminary exercises	specify log	gic definition	parser names,	scanner	integrate system	n maintenand	write report
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- First interim report due 4pm Saturday 21 May.
- Second interim report due 11am Thursday 2 June.
- Final report due 4pm Thursday 9 June.



Marking scheme

first interim report	15 group marks
second interim report	15 marks
	(7 group, 8 solo)
final report	50 solo marks
missing project sessions	
per hour, or part thereof	–1 mark
handing in either interim report	
late (per day, or part thereof)	–3 marks

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- It is up to you to make sure you are marked in by a demonstrator within 5 minutes of the start of each session.
- You may not leave before the end of the session.

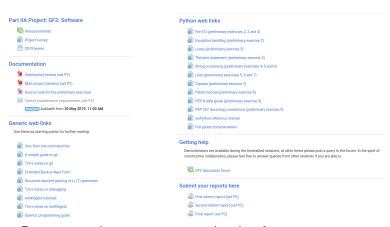


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- No deadline extension is possible for the final report. If you hand it in late you may get zero marks for it.

Moodle

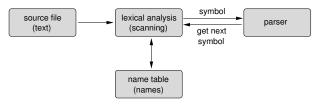


 Documentation, resources, calendar, forum, report submission, report feedback.



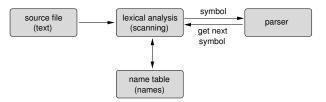
Scanning and parsing

 There are two stages to "reading in" the logic definition file: scanning (lexical analysis) and parsing.



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 In the scanning stage, the text file is translated into a set of symbols.

A lexical analysis song

A is one plus two times three

	(scanner output)	
	symbol	type
a name I call my var	Α	name
assignment operator	=	operator
a number, the number 1	1	number
addition operator	+	operator
another number here	2	number
a multiplying op	X	operator
guess what, the number 3	3	number
	assignment operator a number, the number 1 addition operator another number here	a name I call my var assignment operator a number, the number 1 addition operator another number here a multiplying op symbol A A 1 2 2 3 4 5 5 5 5 5 5 5 5 5 5 5 5

which will bring us back to A ... A ... A ... A ...



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- You need to design the logic description language.
- You will use EBNF syntax rules and informal semantics.



EBNF grammars

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- Your grammar should be left to right with one lookahead symbol. LL(1) grammars are relatively easy to parse.
- With LL(1), whenever there is a choice on the RHS, it can be resolved by looking at the next symbol from the scanner.



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connections = "CONNECT", con, { con };
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The redundant semicolon delimiter allows the parser to resume from a known state in the event of an error.



GUI design

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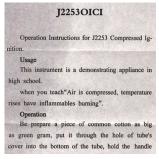
bad good

Documentation design

You will also need to produce some good documentation.

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