

P4

Connor Gillis

```

<Block>
# <Var Decl>
# # [TYPE_INT]
# # [a]
# <Assignment Statement>
# # [a]
# # [3]
# <Var Decl>
# # [TYPE_INT]
# # [b]
# <Assignment Statement>
# # [b]
# # [4]
# <Assignment Statement>
# # [a]
# # [b]
# <Print Statement>
# # [a]
# <If Statement>
# # <isEq>
# # # [a]
# # # [b]
# # <Block>
# # # <Print Statement>
# # # # [a]

```

```

INFO C0 - Printing Execution Environment...
1 A9 2 00 3 8D 4 2F 5 00 6 A9 7 03 8 8D
9 2F 10 00 11 A9 12 00 13 8D 14 30 15 00 16 A9
17 04 18 8D 19 30 20 00 21 AD 22 30 23 00 24 8D
25 2F 26 00 27 AC 28 2F 29 00 30 A2 31 01 32 FF
33 AE 34 2F 35 00 36 EC 37 30 38 00 39 D0 40 06
41 AC 42 2F 43 00 44 A2 45 01 46 FF 47 00 48 3A
49 5b 50 None 51 None 52 None 53 None 54 None 55 None 56 None
57 None 58 None 59 None 60 None 61 None 62 None 63 None 64 None
65 None 66 None 67 None 68 None 69 None 70 None 71 None 72 None
73 None 74 None 75 None 76 None 77 None 78 None 79 None 80 None
81 None 82 None 83 None 84 None 85 None 86 None 87 None 88 None
89 None 90 None 91 None 92 None 93 None 94 None 95 None 96 None
97 None 98 None 99 None 100 None 101 None 102 None 103 None 104 None
105 None 106 None 107 None 108 None 109 None 110 None 111 None 112 None
113 None 114 None 115 None 116 None 117 None 118 None 119 None 120 None
121 None 122 None 123 None 124 None 125 None 126 None 127 None 128 None
129 None 130 None 131 None 132 None 133 None 134 None 135 None 136 None
137 None 138 None 139 None 140 None 141 None 142 None 143 None 144 None
145 None 146 None 147 None 148 None 149 None 150 None 151 None 152 None
153 None 154 None 155 None 156 None 157 None 158 None 159 None 160 None
161 None 162 None 163 None 164 None 165 None 166 None 167 None 168 None
169 None 170 None 171 None 172 None 173 None 174 None 175 None 176 None
177 None 178 None 179 None 180 None 181 None 182 None 183 None 184 None
185 None 186 None 187 None 188 None 189 None 190 None 191 None 192 None
193 None 194 None 195 None 196 None 197 None 198 None 199 None 200 None
201 None 202 None 203 None 204 None 205 None 206 None 207 None 208 None
209 None 210 None 211 None 212 None 213 None 214 None 215 None 216 None
217 None 218 None 219 None 220 None 221 None 222 None 223 None 224 None
225 None 226 None 227 None 228 None 229 None 230 None 231 None 232 None
233 None 234 None 235 None 236 None 237 None 238 None 239 None 240 None
241 None 242 None 243 None 244 None 245 None 246 None 247 None 248 None
249 None 250 None 251 None 252 None 253 None 254 None 255 None 256 None

INFO C0 - Printing Static Table...
Temp Var Address
T0XX a 2F
T1XX b 30

INFO C0 - Printing Jump Table...
Temp Distance At
J0 06 40

```

Data Structures

1	A9	2	00	3	8D	4	2F	5	00	6	A9	7	03	8	8D
9	2F	10	00	11	A9	12	00	13	8D	14	30	15	00	16	A9
17	04	18	8D	19	30	20	00	21	AD	22	30	23	00	24	8D
25	2F	26	00	27	AC	28	2F	29	00	30	A2	31	01	32	FF
33	AE	34	2F	35	00	36	EC	37	30	38	00	39	D0	40	06
41	AC	42	2F	43	00	44	A2	45	01	46	FF	47	00	48	9a
49	%b	50	None	51	None	52	None	53	None	54	None	55	None	56	None
57	None	58	None	59	None	60	None	61	None	62	None	63	None	64	None
65	None	66	None	67	None	68	None	69	None	70	None	71	None	72	None
73	None	74	None	75	None	76	None	77	None	78	None	79	None	80	None
81	None	82	None	83	None	84	None	85	None	86	None	87	None	88	None
89	None	90	None	91	None	92	None	93	None	94	None	95	None	96	None
97	None	98	None	99	None	100	None	101	None	102	None	103	None	104	None
105	None	106	None	107	None	108	None	109	None	110	None	111	None	112	None
113	None	114	None	115	None	116	None	117	None	118	None	119	None	120	None
121	None	122	None	123	None	124	None	125	None	126	None	127	None	128	None
129	None	130	None	131	None	132	None	133	None	134	None	135	None	136	None
137	None	138	None	139	None	140	None	141	None	142	None	143	None	144	None
145	None	146	None	147	None	148	None	149	None	150	None	151	None	152	None
153	None	154	None	155	None	156	None	157	None	158	None	159	None	160	None
161	None	162	None	163	None	164	None	165	None	166	None	167	None	168	None
169	None	170	None	171	None	172	None	173	None	174	None	175	None	176	None
177	None	178	None	179	None	180	None	181	None	182	None	183	None	184	None
185	None	186	None	187	None	188	None	189	None	190	None	191	None	192	None
193	None	194	None	195	None	196	None	197	None	198	None	199	None	200	None
201	None	202	None	203	None	204	None	205	None	206	None	207	None	208	None
209	None	210	None	211	None	212	None	213	None	214	None	215	None	216	None
217	None	218	None	219	None	220	None	221	None	222	None	223	None	224	None
225	None	226	None	227	None	228	None	229	None	230	None	231	None	232	None
233	None	234	None	235	None	236	None	237	None	238	None	239	None	240	None
241	None	242	None	243	None	244	None	245	None	246	None	247	None	248	None
249	None	250	None	251	None	252	None	253	None	254	None	255	None	256	None

```

<Block>
# <Var Decl>
# # [TYPE_INT]
# # [a]
# <Assignment Statement>
# # [3]
# <Var Decl>
# # [TYPE_INT]
# # [b]
# <Assignment Statement>
# # [4]
# <Assignment Statement>
# # [a]
# # [b]
# <Print Statement>
# # [a]
# <If Statement>
# # <isEq>
# # # [a]
# # # [b]
# <Block>
# # <Print Statement>
# # # [a]

```

```

class ExecutionEnviornment:
class TableEntry:
class StaticTable:
class JumpTableEntry:
class JumpTable:
class CodeGenerator:

```

INFO CG - Printing Static Table...

Temp	Var	Address
T0XX	a	2F
T1XX	b	30

INFO CG - Printing Jump Table...

Temp	Distance	At
J0	06	40

CodeGenerator()

```
def varDeclSubRoutine(id):  
      
def assignmnetSubRoutine(id, val):  
      
def printSubRoutine(id):  
      
def ifSubRoutine(boolOp, boolVal1, boolVal2):  
      
def EOPsubRoutine():
```

SubRoutines For Expected AST
Nodes

```
while len(AST) != 0:  
      
    print(AST[0])  
    currentToken = AST[0][0]  
      
    if currentToken == "VarDecl":  
      
    if currentToken == "AssignmentStatement":  
      
    if currentToken == "PrintStatement":  
      
    if currentToken == "IfStatement":  
      
    # No $ in AST. Use this instead to find EOP and ru  
    if len(AST) == 1:  
      
    else:  
        del AST[0]
```

Run Through Nodes

i.e. IF

```
if currentToken == "IfStatement":  
    print("INFO CG - IfStatement...")  
    boolOp = AST[1][0]  
    boolVal1 = AST[2][0]  
    boolVal2 = AST[3][0]  
    ifSubRoutine(boolOp, boolVal1, boolVal2)  
    del AST[0] #IfStmt
```

Match node, get needed
parameters, run subroutine

```
def ifSubRoutine(boolOp, boolVal1, boolVal2):  
  
    LDAxMem = 'AE'  
    tempVal1 = self.staticTable.getTempAtVal(boolVal1)  
    tempPrefixVal1 = tempVal1[0:2]  
    COMPARE = 'EC'  
    tempVal2 = self.staticTable.getTempAtVal(boolVal2)  
    tempPrefixVal2 = tempVal2[0:2]  
    BNE = 'D0'
```

```
#make entry into jump table  
entry = JumpTableEntry()  
hexvJump = 'J' + str(self.jumpCount)
```

```
def updateJumps():  
    print("INFO CG - Updating Jump Table...")  
    for jump in self.jumpTable.data:  
        print("\t INFO CG - Updating " + jump.te  
        currentLocation = self.executionEnviornm  
        jumpLocation = jump.at  
        distance = currentLocation - jumpLocation  
        #update the newly calc'd distance  
        if distance <= 10:  
            distance = '0' + str(distance - 1)  
            jump.updateDistance(distance)  
        else:
```

i.e. IF

```
def updateJumps():
    print("INFO CG - Updating Jump Table...")
    for jump in self.jumpTable.data:
        print("\t INFO CG - Updating " + jump.temp + "...")
        currentLocation = self.executionEnvironment.at
        jumpLocation = jump.at
        distance = currentLocation - jumpLocation
        #update the newly calc'd distance
        if distance <= 10:
            distance = '0' + str(distance - 1)
            jump.updateDistance(distance)
        else:
            jump.updateDistance(distance - 1)

def backpatchJumps():
    print("INFO CG - Backpatching Jump Temp With Distance...")
    for jump in self.jumpTable.data:
        print("\t INFO CG - Updating " + jump.temp + "...")
        self.executionEnvironment.data[jump.at - 1] = jump.distance
```

Update our jump values with distance, then backpatch jumps

```
def updateStaticTable():
    print("INFO CG - Updating Static Table...")
    for entry in self.staticTable.data:
        print("\t INFO CG - Updating " + entry.temp + "...")
        current = self.executionEnvironment.at
        hexyCurrent = hex(current).split('x')
        hexyCurrent = hexyCurrent[1].upper()
        entry.updateAddress(hexyCurrent)
        self.executionEnvironment.makeEntry('%' + entry.var)

def backpatchEnvironmentFromStaticTable():
    print("INFO CG - Backpatching Environment From Static Table...")
    for entry in self.staticTable.data:
        for i, datum in enumerate(self.executionEnvironment.data):
            if entry.temp[0:2] == datum:
                self.executionEnvironment.data[i] = entry.address
                print(entry.temp[0:2])
            if datum == 'XX':
                self.executionEnvironment.data[i] = '00'
```

Update static table, add used variable to static area. Backpatch env with updated hex values