

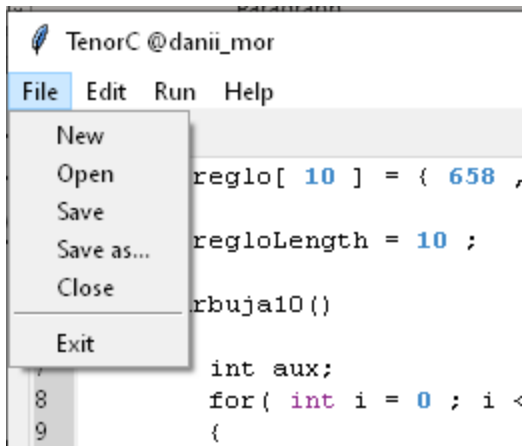
# TenorC

Developed by @dani\_i\_mor

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## USER MANUAL

### MENU BAR

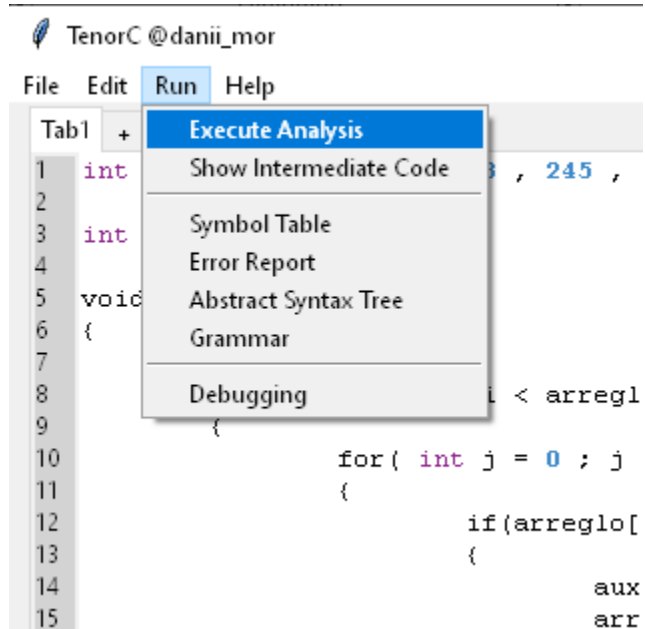


In this section we will be able to appreciate all the functions of our application. We will start with File that is used for:

- Create new
- Open file
- Save File
- Save as
- Close file
- Close application

The most important part of our application falls on this section. In Run we can do analysis and verify our options in different ways. In them we can see:

- Execute analysis
- Show Intermediate Code
- Symbol Table
- Error Report
- AST
- Grammar
- Debugging



## EDITOR AREA

TenorC @dani\_mor

File Edit Run Help

```
Tab1 +
1 int arreglo[ 10 ] = { 658 , 245 , 654 , 956 , 5 , 754
2
3 int arregloLength = 10 ;
4
5 void burbuja10()
6 {
7     int aux;
8     for( int i = 0 ; i < arregloLength - 1 ; i++ )
9     {
10         for( int j = 0 ; j < arregloLength - i
11         {
12             if(arreglo[ j + 1 ] < arreglo[
13             {
14                 aux = arreglo[ j + 1 ]
15                 arreglo[ j + 1 ] = ar
16                 arreglo[ i ] = aux:
17
18 <
```

In the text editor we can have multiple windows. So, you can work with multiple files at the same time.

It can also be seen that the line number is being indicated while we are advancing in the writing of our editor.

Seeing in more detail you can see the highlighting of colors. This to be effective we must apply spaces around each keyword.

The part of applying highlighting to pasted code in the editor is still in alpha.

Therefore, the space between the keywords must be manually applied for the editor to detect the colors.

In this example we can detail how this small air should be created between the keywords. This for the highlighting to take effect.

Also keep in mind that when there is text strings they generate a bug so you must have a space within the text to be able to detect where the highlighting of the text ends.

```
int aux;
for( int i = 0 ; i < arregloLength
    for( int j = 0 ; j < arregloLength - i
    {
        if(arreglo[ j + 1 ] < arreglo[ j ]
        {
            aux = arreglo[ j ]
            arreglo[ j ] = arreglo[ j + 1 ]
            arreglo[ j + 1 ] = aux;
        }
    }
}
```



## Symbol Table

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File Edit Run Help

Tab1 TenorC @dani\_i\_mor

IDENTIFIER	TYPE	SIZE	VALUE	SCOPE	REFERENCE
var1	INT	0	ID	GLOBAL	\$t0
punteo	INT	0	ID	GLOBAL	\$t1
Declaracion	VOID	0	FUNCTION	GLOBAL	L0
eracionesBasi	VOID	0	FUNCTION	GLOBAL	L1
acionesAvanz	VOID	0	FUNCTION	GLOBAL	L2
Aritmeticas	VOID	0	FUNCTION	GLOBAL	L3
Logicas2	VOID	0	FUNCTION	GLOBAL	L4
BitABit	VOID	0	FUNCTION	GLOBAL	L5
Logicas	VOID	0	FUNCTION	GLOBAL	L6
relaciones1	VOID	1	FUNCTION	GLOBAL	L7
relaciones2	VOID	1	FUNCTION	GLOBAL	L8
Relacionales	VOID	0	FUNCTION	GLOBAL	L9
main	INT	0	FUNCTION	GLOBAL	main

-----CALIFICACION-----  
 ===== Metodo Declaracion =====  
 Declaraciones Bien :D  
 =====  
 =====Aritmeticas=====

## Error Report

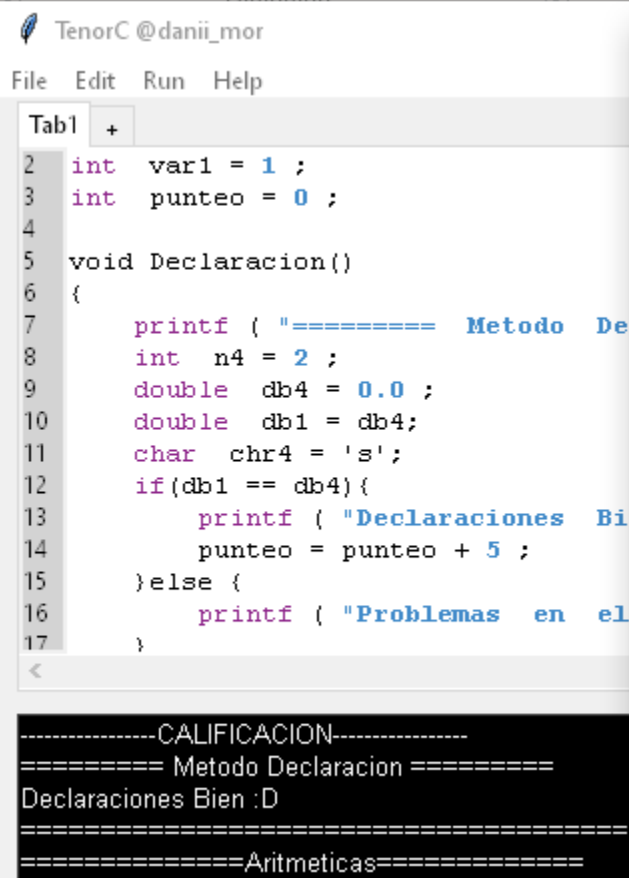
19 sino: \$a0 = \$a0 - 1;  
 20 \$ra = \$ra + 1; #1  
 21 goto fact;  
 22 \$t100 = - ;  
 23 retl1:  
 24 \$a0 = \$a0 + 1  
 25 \$v0 = \$a0 \* \$  
 26 if (\$ra==0) g  
 27 \$ra = \$ra - 1

Titus @dani\_i\_mor

Lexical error <@> at  
 line:2, column:1  
 Syntax error at line:22,  
 column:11

Titus>> Error Report Generated

## Grammar



```

2  int  var1 = 1 ;
3  int  punteo = 0 ;
4
5  void Declaracion()
6  {
7      printf ( "===== Metodo De
8      int  n4 = 2 ;
9      double db4 = 0.0 ;
10     double db1 = db4;
11     char chr4 = 's';
12     if(db1 == db4){
13         printf ( "Declaraciones Bien :D
14         punteo = punteo + 5 ;
15     }else {
16         printf ( "Problemas en el
17     }

```

-----CALIFICACION-----  
===== Metodo Declaracion =====  
Declaraciones Bien :D  
=====Aritmeticas=====

s -> code

statement -> is\_array\_term = expression

expression -> expression + expression

expression -> expression - expression

expression -> expression \* expression

expression -> expression / expression

expression -> expression & expression

expression -> expression | expression

expression -> expression ^ expression

expression -> expression < expression

expression -> expression > expression

expression -> expression && expression

expression -> expression || expression

expression -> expression != expression

expression -> expression == expression

expression -> expression >= expression

expression -> term

term -> - expression

expression -> ( INT ) expression

expression -> ( expression )

expression -> ~ expression

expression -> ! expression

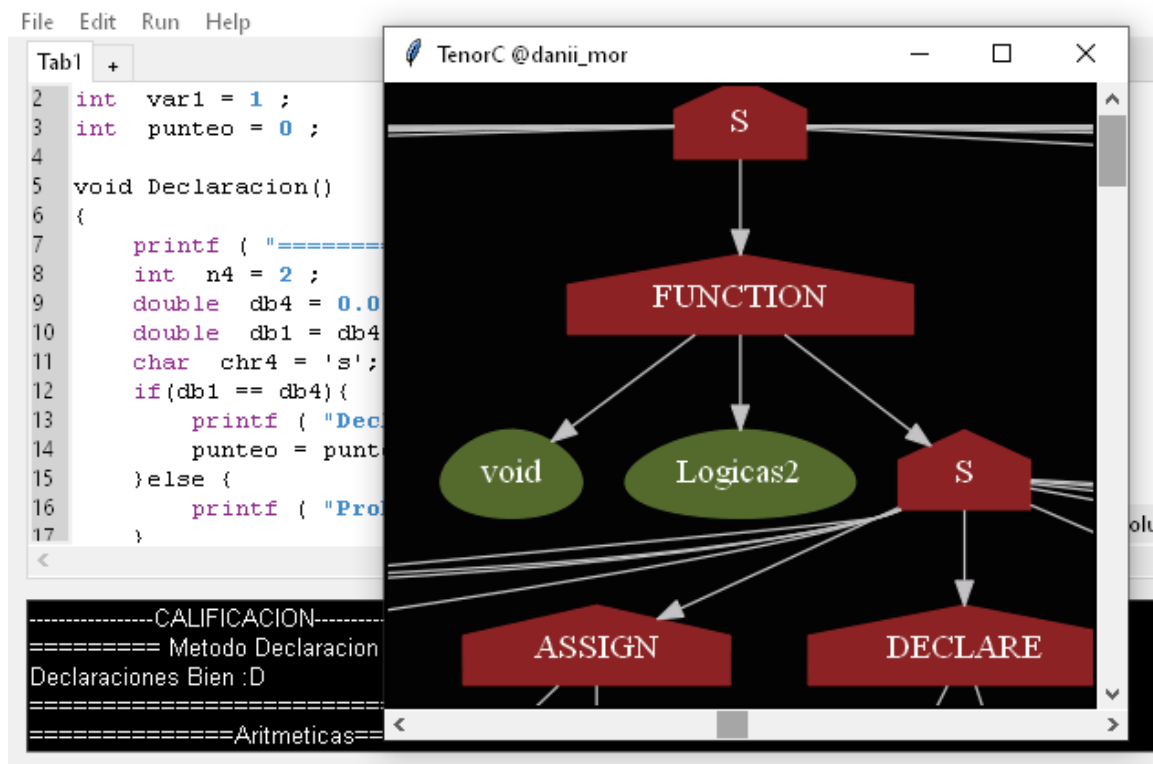
term -> NUMBER

term -> NUMBER "." NUMBER

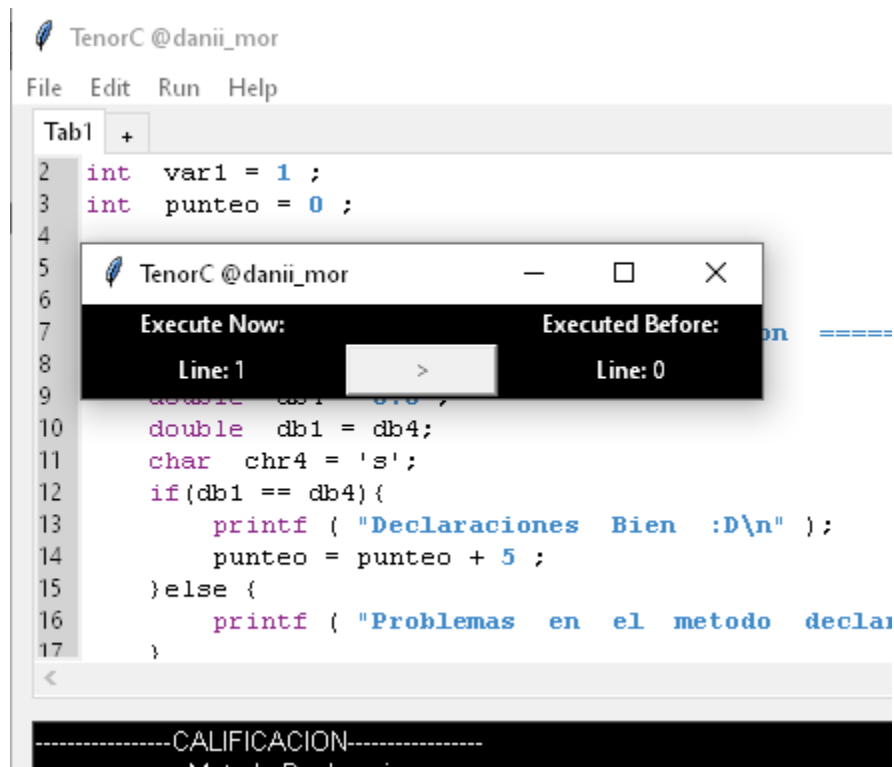
factor -> STRING

factor -> is\_array\_term

## AST



## Debugg



## Info

