

JAVERITOS INC MAKE ENGINEERING

XENON COMPILER
MEXICO CITY

PRESENTATION 2



SWITCHES

```
-t [filename.c] Show token list.

-a [filename.c] Show AST.

-s [filename.c] Show assembly.

-c [filename.c] Compile program (check the same folder for [filename].exe).

-o [filename.c] [[newFilename].exe] Compile the program with a new name.")
```

NEW TOKENS

```
tokens = [
 {:type, :intKeyWord},
 {:ident, :returnKeyWord},
 {:ident, :mainKeyWord},
 {:lBrace},
 {:rBrace},
 {:1Paren},
 {:rParen},
  {:semicolon},
  {:operator, :negation},
 {:operator, :logicalNeg},
 {:operator, :bitWise}
```

TREE EXAMPLE

Bitwise

```
%AST{
 left node: %AST{
   left node: %AST{
     left node: %AST{
       left node: %AST{
         left node: nil,
         node name: :constant,
         right_node: nil,
         value: 7
       node name: :unary,
       right node: nil,
       value: :bitWise
     node name: :return,
     right node: nil,
     value: :return
   node name: :function,
   right node: nil,
   value: :main
 node name: :program,
 right node: nil,
 value: nil
```

Negation

```
%AST{
 left node: %AST{
    left node: %AST{
     left node: %AST{
        left node: %AST{
          left node: nil,
          node name: :constant,
          right_node: nil,
          value: 5
        node name: :unary,
        right node: nil,
        value: :negation
      node name: :return,
      right node: nil,
      value: :return
    node name: :function,
    right node: nil,
    value: :main
  node_name: :program,
  right node: nil,
  value: nil
```

Logical Negation

```
%AST{
  left node: %AST{
    left node: %AST{
      left node: %AST{
        left node: %AST{
          left node: nil,
          node name: :constant,
          right node: nil,
          value: 5
        node name: :unary,
        right node: nil,
        value: :logicalNeg
      node name: :return,
      right node: nil,
      value: :return
    node name: :function,
    right node: nil,
    value: :main
  node name: :program,
  right node: nil,
  value: nil
```

ASSEMBLY CODE

BITWISE

ASSEMBLY CODE

Negation

```
.section __TEXT,__text,regular,pure_instructions
.p2align 4, 0x90
.globl _main ## -- Begin function main
_main: ## @main
movl 5, %eax
neg %eax
ret
```

ASSEMBLY CODE

Logical Negation

COMPILATION

```
int main() {
    return -46;
```

```
int main() {
    return ~53;
}
```

C:\Users\andre\Downloads\c202-javeritos-master\c202-javeritos-master\CompiladorXenón>

```
int main() {
    return !5;
}
```

```
C:\Users\andre\Downloads\c202-javeritos-master\c202-javeritos-master\CompiladorXenón>escript xenon -c "main.c"
Compiling the file: main.c
Assembly code Generated : ./main.s
Exectutable generated: ./main
C:\Users\andre\Downloads\c202-javeritos-master\c202-javeritos-master\CompiladorXenón>main.exe
C:\Users\andre\Downloads\c202-javeritos-master\c202-javeritos-master\CompiladorXenón>echo %errorlevel%
-46
```

```
int main() {
    return !0;
}

int main() {
    return !-3;
}

int main() {
    return -5;
}

int main() {
    return -0;
}
```

```
C:\Users\andre\Downloads\c202-javeritos-master\c202-javeritos-master\CompiladorXenón>mix test
```

Finished in 0.1 seconds 18 tests, 0 failures

Randomized with seed 942000



THANKS

