

TEST THREE
Type-checking and Stack Frames**NAME:**
ID:

QUESTION 1 (Typechecking)**(5 points)**

a. The Modulus operator (%) was added to SPL in Coursework 2. The type behaviour of the new operator is shown by the following SPL code:

```
void main {
  float x.y;
  int z;
  y := 12;
  x := (y+2) % 5;    // correct
  x := (x*7) % 5.5;  // error: wrong operand type
  x := 22.5 % 5;     // error: wrong operator type
  y := 15 % 7;       // error: type mismatch float -- int
}
```

Write the typechecking specification of the Modulus operator (I'm already giving you the abstract syntax tree representation).

Typecheck(Modulus(Exp e1, Exp e2), FunDecl f, Stable stable) =

QUESTION 2 (Typechecking)**(8 points)**

Consider the following SPL program:

```
1 void main() {
2   int x; int y;
3   boolean b;
4   float f;
5   f := 16.5;
6   x := 40;
7   y := f + 1.5;
8   while (100 > x) {
9     b := g(x,y);
10    if (b) then {
11      print(x+f); x := x + 2;
12    } else {
13      print(x+10); x := x + 5;
14    } }
15   print(z);
16 }
```

```
boolean g(int x, float y) {
  // body is not important
}
```

The **main()** function has four type errors (including undeclared variables). Indicate the line number where these errors appear. Briefly justify your answer.

QUESTION 3 (TPL)

(12 points)

Consider the following SPL program extract

```
int fone(int x, float y) {
    int a; int b;
    float c;
    boolean d;
    // body is not important
    d := ftwo(c,y,15.5);
    // more body comes here
    return c;
}

boolean ftwo(float p1, int p2, float p3) {
    // body is not important
}
```

- a. Assuming there are enough registers for temporaries (even across calls)., write the stack frame layout for function `fone`. **[10 points]**
- b. How does `fone` access its parameter `y`? Write TPL code that stores 10.5 into `y` (from the body of `fone`). **[2 points]**