

Assignment #2

Abstract Syntax Tree

Deadline: 26/08/2018, 11:55PM

Task

The aim of the assignment is to create an Abstract Syntax Tree for the language used in Assignment #1 and perform queries on them.

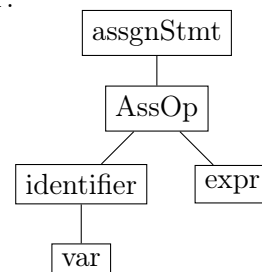
The Abstract Syntax Tree for various C constructs are as follows: (Note: $\text{expr}_{<i>}$ are instances of 'expr' numbered just for clarity.)

- Assignment Statement:

$$\text{assgnStmt} \rightarrow \text{var AssOp expr}$$

$$\text{AssOp} \rightarrow \{ = \}$$

AST:



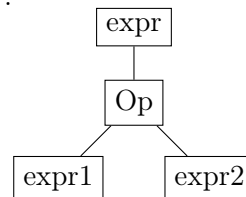
- Expressions:

- Binary Operators

$$\text{expr} \rightarrow \text{expr1 Op expr2}$$

$$\text{Op} \rightarrow \{ \text{Relational operators, Binary Operators, Logical Operators} \}$$

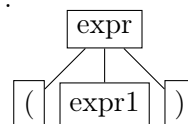
AST:



- Parentheses expression

$$\text{expr} \rightarrow (\text{expr1})$$

AST:

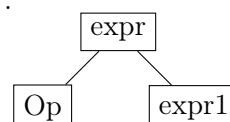


- Unary Operators

$$\text{expr} \rightarrow \text{Op expr1}$$

$$\text{Op} \rightarrow \{ \text{Unary Operators} \}$$

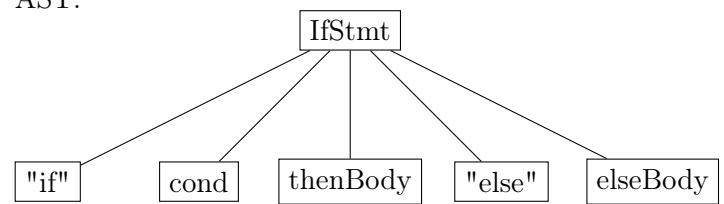
AST:



- If Statement:

```
IfStmt -> if (cond){
           thenBody
         } else {
           elseBody
         }
```

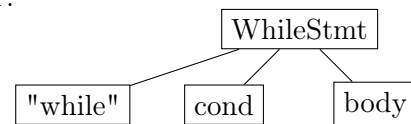
AST:



- While Statement:

```
WhileStmt -> While (cond){
               body
             }
```

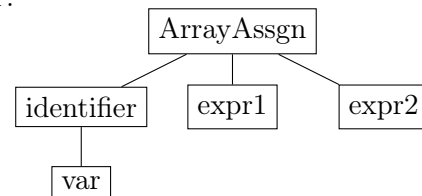
AST:



- Array Assignment Statement:

```
ArrayAssgn -> var [expr1] = expr2;
```

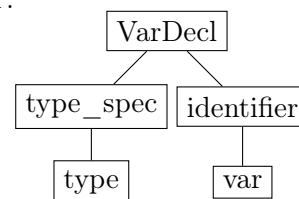
AST:



- Variable Declaration:

```
VarDecl -> type var;
```

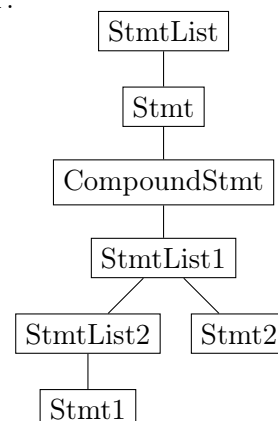
AST:



- Block (Compound) Statement List:

```
{
  Stmt1;
  Stmt2;
}
```

AST:



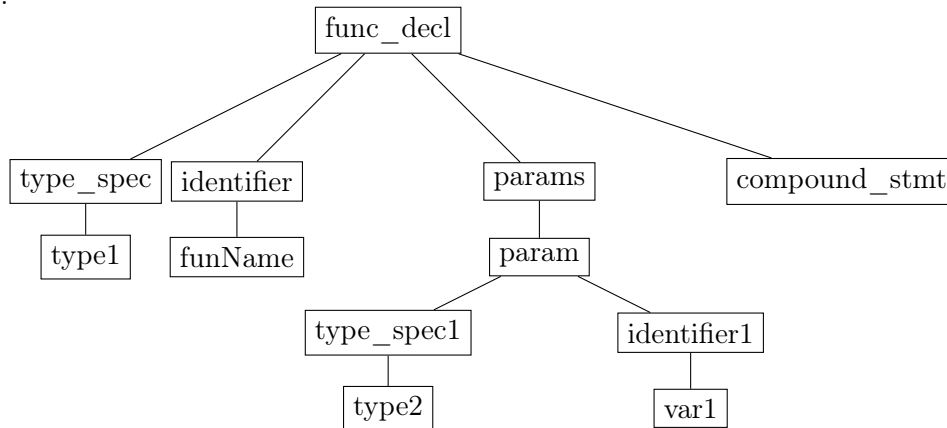
- Function Definition:

```

type1 funName (type2 var1)
{
    stmt;
}

```

AST:



Input:

The input to the assignment is a subset of C programs restricted to the grammar mentioned above.

Output:

Print the following in the same order:

- Longest Path of the Abstract Syntax Tree.
- Longest Path across all the subtrees of 'if' statement. If there are no if statements, Print '0'.
- Longest Path across all the subtrees of 'while' statement. If there are no while statements, Print '0'.
- Longest Path of the 'main' function subtree.

Note:

The following grammar is left-recursive. Please use right-recursive grammar wherever you encounter left recursion.

Grammar:

Use the following Grammar for the assignment:

```
program → decl_list
decl_list → decl_list decl | decl
decl → var_decl | func_decl
var_decl → type_spec identifier ";"
          | type_spec identifier "," var_decl
          | type_spec identifier "[" integerLit "]" ";"
          | type_spec identifier "[" integerLit "]" "," var_decl
type_spec → "void" | "int" | "float"
          | "void" "*" | "int" "*" | "float" "*"
fun_decl → type_spec identifier "(" params ")" compound_stmt
params → param_list | ε
param_list → param_list "," param | param
param → type_spec identifier | type_spec "[" "]" identifier
stmt_list → stmt_list stmt | stmt
stmt → assign_stmt | compound_stmt | if_stmt | while_stmt
      | return_stmt | break_stmt | continue_stmt
expr_stmt → expr ";"
while_stmt → "while" "(" expr ")" stmt
compound_stmt → "{" local_decls stmt_list "}"
local_decls → local_decls local_decl | ε
local_decl → type_spec identifier ";"
            | type_spec identifier "[" expr "]" ";"
if_stmt → "if" "(" expr ")" stmt
         | "if" "(" expr ")" stmt "else" stmt
return_stmt → "return" ";" | "return" expr ";"
break_stmt → "break" ";"
continue_stmt → "continue" ";"
assign_stmt → identifier "=" expr | identifier "[" expr "]" "=" expr
expr → Pexpr "||" Pexpr
      → Pexpr "==" Pexpr | Pexpr "!=" Pexpr
      → Pexpr "<=" Pexpr | Pexpr "<" Pexpr | Pexpr ">=" Pexpr | Pexpr ">" Pexpr
      → Pexpr "&&" Pexpr
      → Pexpr "+" Pexpr | Pexpr "-" Pexpr
      → Pexpr "*" Pexpr | Pexpr "/" Pexpr | Pexpr "%" Pexpr
      → "!" Pexpr | "-" Pexpr | "+" Pexpr | "*" Pexpr | "&" Pexpr
      → Pexpr
      → identifier "(" args ")"
      → identifier "[" expr "]"
Pexpr → integerLit | floatLit | identifier | "(" expr ")"
integerLit → <INTEGER_LITERAL>
floatLit → <FLOAT_LITERAL>
identifier → <IDENTIFIER>
arg_list → arg_list "," expr | expr
args → arg_list | ε
```

Example:

Input:

```
int d[10];
int foo(int c, int[] b)
{
    return b[c];
}

int main()
{
    int i;
    i = 0;

    if (i == 0)
        i = i + 1;

    while (i < 10)
    {
        i = i + 1;
    }

    return foo(4, d);
}
```

Output:

- 30 (Rooted at a)
- 14 (Rooted at 63)
- 17 (Rooted at 35)
- 16 (Rooted at i)

The actual output has to contain only one number on each line.

AST:

