

Note: This diagram illustrates the overall flow in the c4 compiler. the lexer converts the source code into tokens, which the parser uses to produce bytecode instructions and update data segments. Finally, the virtual machine executes the bytecode using its stack and registers to generate the program's output.

My C4 Compiler

[Main Page](#) [Files](#)

Macros | Typedefs | Enumerations | Functions | Variables

c4.c File Reference

```
#include <stdio.h>
#include <stdlib.h>
#include <memory.h>
#include <unistd.h>
#include <fcntl.h>
```

Include dependency graph for c4.c:

```
graph TD; c4c[c4.c] --> stdioh[stdio.h]; c4c --> stdlibh[stdlib.h]; c4c --> memoryh[memory.h]; c4c --> unistdh[unistd.h]; c4c --> fcntlh[fcntl.h];
```

Macros

```
#define int long long
```

Typedefs

```
typedef int rr
```

Note: This diagram shows which system headers (stdio.h, stdlib.h, memory.h, unistd.h, fcntl.h) are included by c4.c. The arrows indicate that c4.c depends on these headers for standard I/O, memory operations, and file descriptors.

Function Documentation

◆ expr()

```
void expr ( int lev )
```

Here is the call graph for this function:



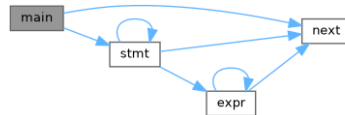
Here is the caller graph for this function:



◆ main()

```
int main ( int argc,
            char ** argv
          )
```

Here is the call graph for this function:

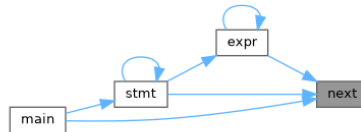


Note: The call graph visualizes how `expr()` calls `next()`, and the caller graph visualizes how `main()` calls `stmt()`, `expr()`. The upper box is the function itself; the lower box is a function it calls.

◆ next()

```
void next ( )
```

Here is the caller graph for this function:



◆ stmt()

```
void stmt ( )
```

Here is the call graph for this function:



Here is the caller graph for this function:



Note: the top diagram shows that `next()` is called by both `expr()` and `stmt()`, and transitively by `main()` because `main()` calls `stmt()`, which calls `expr()`, and `expr()` in turn calls `next()`. `next()` is the lexer routine that reads characters from the source text and determines the next token (`tk`, `ival`, etc.). Whenever the parser needs a fresh token, it calls `next()`. The bottom graph indicates that `stmt()` is called directly by `main()` (to parse statements) and also calls `expr()` and `next()` internally. `stmt()` parses statements like `if(...)`, `while(...)`, or expression statements; it repeatedly calls `expr()`

to handle expressions and `next()` to move through tokens. There are arrows showing that once `stmt()` is invoked by `main()`, it may call `expr()` to parse expressions, and `expr()` in turn calls `next()` to fetch tokens.

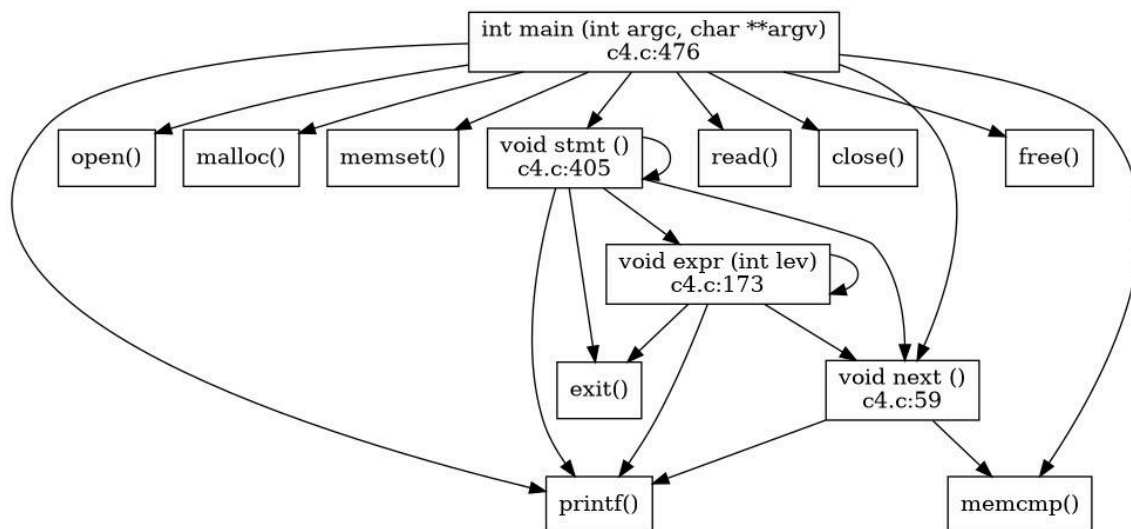
Functions

```
void next ()
void expr (int lev)
void stmt ()
int main (int argc, char **argv)
```

Variables

```
char * p
char * lp
char * data
int * e
int * le
int * id
int * sym
int tk
int ival
int ty
int loc
int line
int src
int debug
```

Note: This is an index of functions (`next()`, `expr()`, `stmt()`, `main()`) and global variables (`p`, `lp`, `tk`). It's useful for quickly seeing everything that's declared in `c4.c`.



Note: This big call graph lumps together all the direct calls from `main()` and other functions in `c4.c`. For instance, `main()` calls `stmt()`, which calls `expr()`, and so on. System calls like `open()`, `read()`, and `printf()` are also included since the code references them. Overall, this call graph is helpful to see which functions are “entry points” and which are invoked more deeply (for example, `stmt()` calls `expr()`, which calls `next()`). It’s not an architecture or data flow diagram per se, but it does reveal the control flow among `c4`’s major routines and the library calls it uses.