



Project Documentation

Compiler C

Introduction

In this document I present the approach I made to make a compiler for language similar to c/c++.

Here are the five big modules I had to make:-

- Lexer
- Parser
- Symbol Table
- Quadrable "assembly" language generation
- Semantic analysis

Compiler

I implemented in the compiler:-

	int	
Variables and	int x;	
Constants	const int x;	
declaration	float y;	
	const float y;	
	x + y	
	x – y	
Mathematical	x * y	
expressions	-X	
	X ++	
	x	
	x == y	
	x != y	
logical	x > y	
expressions	x < y	
	x >= y	
	x <= y	
Assignment	x = y;	
statement	x = "mathematical expressions"	
	if ("logical expression") { "stmts" }	
If then else	else if ("logical expression") { "stmts" }	
	else { "stmts"}	
while	while ("logical expression") { "stmts" }	
Do while	do { "stmts" } while ("logical expression")	
Ган Іаан	For ("Assignment statement" ; "logical expression" ;	
For loop	"Assignment statement") { "stmts" }	
	Global	
	Function block	
	If block	
Block Structure	For block	
	Do-while block	
	While block	
Functions	int add(int n1, int n2){ "stmts"}	
	x = add(1,2);	
Function Call	y = add(1.1,2);	
Function	int multiply(int n1, int n2){ "stmts"}	
Overloading	float multiply(float n1, int n2){ "stmts"}	
Type Conversion	float [+/*-] integer => float	
	float/integer [><==] float/integer => bool	
	modernitogor [77—] modernitogor —2 boor	

LEXER

User code	Lexer output
{	{
}	}
((
))
• ,	•
	•
,	,
=	=
-	MINUS
+	PLUS
*	MUL
/	DIV
<=	LE
>=	GE
<	LT
>	GT
==	EQ
!=	NE
++	PP
	MM
int	INT
float	FLOAT
const	CONST
if	IF
else	ELSE
do	DO
while	WHILE
for	FOR
return	RETURN
[0-9]+	INTNUM
[0-9]+.[0-9]+	FLOATNUM
[A-Za-z][A-Za-z0-9_]*	ID
[\t\c]	-
"\n"	-

PARSER

I splited the grammer to three main categories

- Program => Globla Variable Declaration and all the functions and types
- Statements => every statement in the program.
- Expressions => every expression mentioned above + function calls.

		Declarations Functions
	Program	Declarations
		Functions
	Declarations	Type ID ';'
-		Declarations Type ID ';'
	Functions	Type ID '(' ')' Stmt_Group
		Functions Type ID '(' Parameters ')' Stmt_Group
		Type ID '(' Parameters ')' Stmt_Group
Program		Functions Type ID '(' ')' Stmt_Group
	Parameters	Type ID
		Parameters ',' Type ID
	Args	Expr
	7 ti g 3	Args ',' Expr
		INT
	Type	FLOAT
	i ype	CONST INT
		CONST FLOAT
		ID '=' Expr ';'
		RETURN ';'
		RETURN Expr ';'
	Stmt	IF '(' Expr ')' Stmt %prec IFX
		IF '(' Expr ')' Stmt ELSE Stmt
		FOR '(' ID '=' Expr ';' Expr ';' ID '=' Expr ')' Stmt
		WHILE '(' Expr ')' Stmt
		DO Stmt WHILE '(' Expr ')' ';'
Statements		Stmt_Group
		ID PP
		ID MM
		,
	Stmt_Group Stmt_List	'{' Declarations Stmt_List '}'
_		'{' Declarations '}' '{' Stmt List '}'
		, _ ,
		'{' '}'
		Stmt List Stmt
		Stmt_List Stmt

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		Expr MINUS Expr Expr PLUS Expr Expr MUL Expr
		Expr DIV Expr
		MINUS Expr %prec UMINUS
		Expr LE Expr
Expressions	Expr	Expr GE Expr
		Expr GT Expr
		Expr LT Expr
		Expr EQ Expr
		Expr NE Expr
		'(' Expr ')'
		ID '(' ')'
		ID '(' Args ')'
		INTNUM
		FLOATNUM
		ID

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Quadruple language

Quadruple	Description
ADD X,Y,Z	ADD X + Y AND STORE RESULT IN Z
SUB X,Y,Z	SUB X - Y AND STORE RESULT IN Z
MUL X,Y,Z	MULTIPLY X * Y AND STORE RESULT IN Z
DIV X,Y,Z	DIVIDE X / Y AND STORE RESULT IN Z
MOV X,Y	MOV X TO Y SO Y=X
CMPG X,Y,Z	COMPARE IF X GREATER THAN Y SET Z = 1 ELSE
	SET Z =-1
CMPL X,Y,Z	COMPARE IF X LOWER THAN Y SET Z = 1 ELSE
	SET Z =-1
CMPGE X,Y,Z	COMPARE IF X GREATER THAN OR EQUAL Y SET
	Z = 1 ELSE SET Z =-1
CMPLE X,Y,Z	COMPARE IF X LOWER THAN OR EQUAL Y SET Z
	= 1 ELSE SET Z =-1
CMPE X,Y,Z	COMPARE IF X EQUAL Y SET Z = 1 ELSE SET Z =-1
CMPNE X,Y,Z	COMPARE IF X NOT EQUAL Y SET Z = 1 ELSE SET
	Z =-1
JIF RES,JUMB_LABLE	JUMP IF RES > 0 to JUMB_LABLE
JIFN RES,JUMB_LABLE	JUMP IF RES < 0 to JUMB_LABLE
BIND X , \$x	SEND PARAMTER X BY ATTCHING IT TO
	RESERVED VARIABLES IN MEMORY SPECIALIZED
	FOR FUNCTIONS
CLRQ	CLEAR THE VALUES IN \$x CALL IT AFTER
	FINISHING MOVING PARAMTER TO LOCAL
	FUNCTION DOMAIN
START	START FROM SPECIFIC LABLE MENTIONED ONLY
	AT THE START OF THE PROGRAM
HALT	STOP PROGRAM
\$x	x COULD BE A VALUE FROM 0 TO N, \$0 SPECIAL
	FOR RETURN POINTER

Semantic Analysis

It will print to you a warning message in the semantic file..

if rhs is different type from lhs

if rhs identifier is not assigned value before it's used

If identifier not declared before wether if it's on the rhs or lhs in the same scope

tell you how many times the variable declared before in same scope

tell you if the function declared before with the name and number of argument and its types and order

if compare between bool and int/float

if not found a function name matching the calling function - (no function found)

if send arguments with different types but same function name and number of argumets - (no function found)

if send arguments with different number of arguments - (no function found)

if return type of function doesn't match with the identifier - (no function found)

Can't reassign constant number

Can't reassign constant parameter

if Identified a variable but not assigend a value later

If you have two names of the same type in the same scope

Tests

Test 1

- To print all the "Quadruples language"
- run it by writing in terminal → make test1

Test 2

- To invoke all the "Compiler" functionality
- run it by writing in terminal → make test2

Test 3

- To invoke all the "Semantic Analysis"
- run it by writing in terminal → make test3

Outputs of all these tests are:-

- 1- symbol_file
- 2- assembly_file
- 3- semantic file