

Project Documentation

Compiler C

Introduction

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

We list the five big modules we had to make:-

- [2] Lexer
- [3] Parser
- [3] Symbol Table
- [4] Quadrable "assembly" language generation
- [5] Semantic analysis

Compiler

We implemented in our compiler:-

	L.	
Variables and	int x;	
Constants	const int x;	
declaration	float y;	
dociaration	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"	
otatomon.	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")	
	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"}	
1 diletions	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	

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

We splited our grammer to three main category

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

• Expressions => every expression mentioned above + function calls.				
	Program	Declarations Functions		
		Declarations		
		Functions		
	Declarations	Type ID ';'		
Program		Declarations Type ID ';'		
	Functions	Type ID '(' ')' Stmt_Group		
		Functions Type ID '(' Parameters ')' Stmt_Group		
		Type ID '(' Parameters ')' Stmt_Group		
		Functions Type ID '(' ')' Stmt_Group		
	Parameters	Type ID		
		Parameters ',' Type ID		
	Δ .	Expr		
	Args	Args ',' Expr		
		INT		
	T a	FLOAT		
	Туре	CONST INT		
		CONST FLOAT		
		ID '=' Expr ';'		
		RETURN ';'		
		RETURN Expr ';'		
		IF '(' Expr ')' Stmt %prec IFX		
	Stmt	IF '(' Expr ')' Stmt ELSE Stmt		
		FOR '(' ID '=' Expr ';' Expr ';' ID '=' Expr ')' Stmt		
		WHILE '(' Expr ')' Stmt		
		DO Stmt WHILE '(' Expr ')' ';'		
		Stmt_Group		
Statements		ID PP		
		ID MM		
_		1,1		
	Stmt_Group	'{' Declarations Stmt_List '}'		
		'{' Declarations '}'		
		'{' Stmt_List '}'		
		'{' '}'		
	Stmt_List	Stmt		
		Stmt_List Stmt		
		_		

Compiler C

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

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

Name	What he/she did?
Israa Mamdouh	Lexer, tests and document
Roba Gamal	Grammer and Parser
Nourhan Kamal	Abstract tree
Mohamed Emad	Quadruple language
Khaled Sabry	Symbol table and Semantic Analyzer