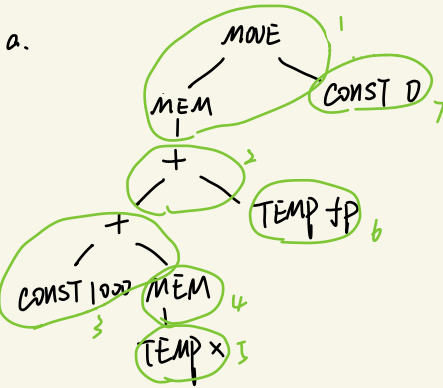


9.1 For each of the following expressions, draw the tree and generate *Jouette*-machine instructions using Maximal Munch. Circle the tiles (as in Figure 9.2), but number them *in the order that they are munched*, and show the sequence of *Jouette* instructions that results.

a.  $\text{MOVE}(\text{MEM}(+(\text{CONST}_{1000}, \text{MEM}(\text{TEMP}_x))), \text{TEMP}_{jp}), \text{CONST}_0)$

b.  $\text{BINOP}(\text{MUL}, \text{CONST}_5, \text{MEM}(\text{CONST}_{100}))$

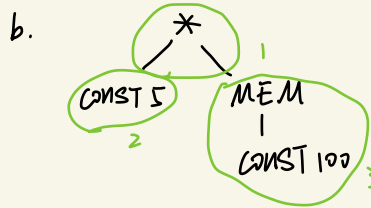


LOAD  $\Gamma_1 \leftarrow \text{MIX} + 0]$

ADD  $\Gamma_2 \leftarrow 1000 + \Gamma_1$

ADD  $\Gamma_3 \leftarrow \Gamma_2 + \text{jp}$

STORE  $\text{M}[\Gamma_3 + 0] \leftarrow 0$



ADD  $\Gamma_2 \leftarrow \Gamma_0 + 5$   
 LOAD  $\Gamma_1 \leftarrow \text{MEM}[\Gamma_0 + 100]$   
 MUL  $\Gamma_3 \leftarrow \Gamma_2 * \Gamma_1$