

# Attribute Grammar – *MemoryAllocation* – Ignacio Fernández Suárez (UO294177)

## Attributes

Symbol	Attribute Name	Java Type	Inherited/Synthesized	Description
VarDefinition	address	int	Inherited	Indica la posición de memoria en la que esta localizada
Field	offset	int	Synthesized	Indica el desplazamiento de un campo

## Rules

Node	Predicates	Semantic Functions
<b>program</b> → classDef global? create feature* runInvocation		
<b>classDef</b> → name:string		
<b>runInvocation</b> → procedure		
<b>readStmt:stmt</b> → expression*		
<b>printStmt:stmt</b> → expression* format:string		
<b>assignStmt:stmt</b> → assignment		
<b>ifStmt:stmt</b> → condition:expression ifStmts:stmt* elseStmts:stmt*		
<b>fromStmt:stmt</b> → declarations:assignment* condition:expression stmts:stmt*		
<b>procedureStmt:stmt</b> → procedure		
<b>returnStmt:stmt</b> → returnInvoc		
<b>assignment</b> → left:expression right:expression		
<b>intLiteral:expression</b> → value:string		
<b>realLiteral:expression</b> → value:string		
<b>charLiteral:expression</b> → value:string		

<b>variable</b> :expression → <b>name</b> :string		
<b>procedureExpression</b> :expression → procedure		
<b>arrayExpression</b> :expression → <b>array</b> :expression <b>index</b> :expression		
<b>structExpression</b> :expression → <b>struct</b> :expression <b>field</b> :string		
<b>minusExpression</b> :expression → expression		
<b>notExpression</b> :expression → expression		
<b>cast</b> :expression → dataType expression		
<b>arithmeticExpression</b> :expression → <b>left</b> :expression <b>operator</b> :string <b>right</b> :expression		
<b>comparisonExpression</b> :expression → <b>left</b> :expression <b>operator</b> :string <b>right</b> :expression		
<b>logicExpression</b> :expression → <b>left</b> :expression <b>operator</b> :string <b>right</b> :expression		
<b>procedure</b> → <b>name</b> :string expression*		
<b>integerType</b> :dataType → ε		
<b>doubleType</b> :dataType → ε		
<b>characterType</b> :dataType → ε		
<b>structType</b> :dataType → <b>name</b> :string		
<b>arrayType</b> :dataType → <b>size</b> :string dataType		
<b>voidType</b> :dataType → ε		
<b>errorType</b> :dataType → ε		
<b>create</b> → <b>idents</b> :string*		
<b>feature</b> → <b>name</b> :string <b>params</b> :varDefinition* dataType? localBlock? doBlock		<p><b>Calculamos offset de los parámetros y establecemos la dirección de memoria</b></p> <pre> int paramOffset = 4 for(int i=params.size()-1; i&gt;=0; i--){   VarDefinition par = params.get(i)   par.address = paramOffset </pre>

		paramOffset += par.type.memorySize}  <b>Calculamos offset de variables locales y establecemos la dirección de memoria</b> for (VarDefinition vd : feature.localBlock.varDefinitions){ localOffset -= vd.type.memorySize vd.address = localOffset}
<b>returnInvoc</b> → expression?		
<b>localBlock</b> → varDefinition*		
<b>doBlock</b> → stmt*		
<b>global</b> → globalTypes? varsTypes?		
<b>globalTypes</b> → deftuple*		
<b>varsTypes</b> → varDefinition*		<b>Calculamos el offset de las variables globales y establecemos la dirección de memoria</b> for (varDefinition:varsTypes.varDefinitions) { varDefinition.address = globalOffset globalOffset += varDefinition.type. memorySize}
<b>deftuple</b> → <b>name</b> :string field*		<b>Calculamos el offset de los campos</b> for (Field field : deftuple.fields){ field.offset = currentFieldOffset currentFieldOffset += field.type.memorySize}
<b>field</b> → <b>name</b> :string <b>type</b> :dataType		
<b>varDefinition</b> → <b>name</b> :string <b>type</b> :dataType		

Operators samples (cut & paste if needed):

⇒ ⇔ ≠ ∅ ∈ ∉ ∪ ∩ ⊂ ⊄ ∑ ∃ ∀

Auxiliary Methods

Name	Return	Description
getSize()	int	Devuelve el tamaño de un determinado tipo