

```

trans( #include <stdio.h> int main() block ) := blocktrans(block)

blocktrans({ decl statseq return 0;}) := stseqtrans(statseq, update(decl, tab0), 1)

stseqtrans(stat1 stat2 ... statn, tab, a) :=
    sttrans(stat1, tab, a.1)
    sttrans(stat2, tab, a.2)
    ...
    sttrans(statn, tab, a.n)

sttrans({ stat1 stat2 ... statn }, tab, a) := stseqtrans(stat1 stat2 ... statn, tab, a)

sttrans(id = exp;, tab, a) :=
    if tab(id) = (var, n) then simpleexptrans(exp, tab) STORE n;

sttrans(scanf("%d",&id);, tab, a) := if tab(id) = (var, n) then READ n;

sttrans(sprintf("%d",id);, tab, a) := if tab(id) = (var, n) then WRITE n;

sttrans(if ( exp ) stat, tab, a) :=
    boolexptrans(exp, tab)
    JMC a.1;
    sttrans(stat, tab, a.2)
a.1:

sttrans(if ( exp ) stat1 else stat2, tab, a) :=
    boolexptrans(exp, tab)
    JMC a.1;
    sttrans(stat1, tab, a.2)
    JMP a.3;
a.1: sttrans(stat2, tab, a.4)
a.3:

sttrans(while ( exp ) stat, tab, a) :=
    a.1: boolexptrans(exp, tab)
    JMC a.2;
    sttrans(stat, tab, a.3)
    JMP a.1;
a.2:

boolexptrans(se1 rel se2, tab) :=
    simpleexptrans(se1, tab)
    simpleexptrans(se2, tab)
    REL;
    wobei (rel, REL) ∈ {(==, EQ), (!=, NE), (<, LT), (>, GT), (<=, LE), (>=, GE) }

simpleexptrans(x + a * 2, [a/(const, 5), x/(var, 1)]) =
    LOAD 1; LIT 5; LIT 2; MUL; ADD;

```