

Experiment – 10

Aim: Implement a Machine Code for a given Intermediate Code

Program:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

int label[20];
int no = 0;

int check_label(int k) {
    int i;
    for (i = 0; i < no; i++) {
        if (k == label[i])
            return 1;
    }
    return 0;
}

int main() {
    FILE *fp1, *fp2;
    char fname[10], op[10], ch;
    char operand1[8], operand2[8], result[8];
    int i = 0, j = 0;
    printf("\n Enter filename of the intermediate code");
    scanf("%s", &fname);
    fp1 = fopen(fname, "r");
    fp2 = fopen("target.txt", "w");
```

```

if (fp1 == NULL || fp2 == NULL) {
    printf("\n Error opening the file");
    exit(0);
}
while (!feof(fp1)) {
    fprintf(fp2, "\n");
    fscanf(fp1, "%s", op);
    i++;
    if (check_label(i))
        fprintf(fp2, "\nlabel#%d", i);
    if (strcmp(op, "print") == 0) {
        fscanf(fp1, "%s", result);
        fprintf(fp2, "\n\t OUT %s", result);
    }
    if (strcmp(op, "goto") == 0) {
        fscanf(fp1, "%s %s", operand1, operand2);
        fprintf(fp2, "\n\t JMP %s,label#%s", operand1, operand2);
        label[no++] = atoi(operand2);
    }
    if (strcmp(op, "[]=") == 0) {
        fscanf(fp1, "%s %s %s", operand1, operand2, result);
        fprintf(fp2, "\n\t STORE %s[%s],%s", operand1, operand2, result);
    }
    if (strcmp(op, "uminus") == 0) {
        fscanf(fp1, "%s %s", operand1, result);
        fprintf(fp2, "\n\t LOAD -%s,R1", operand1);
        fprintf(fp2, "\n\t STORE R1,%s", result);
    }
}

```

```

switch (op[0]) {
case '*':
    fscanf(fp1, "%s %s %s", operand1, operand2, result);
    fprintf(fp2, "\n \t LOAD%s,R0", operand1);
    fprintf(fp2, "\n \t LOAD%s,R1", operand2);
    fprintf(fp2, "\n \t MUL R1,R0");
    fprintf(fp2, "\n \t STORE R0,%s", result);
    break;
case '+':
    fscanf(fp1, "%s %s%s", operand1, operand2, result);
    fprintf(fp2, "\n \t LOAD %s,R0", operand1);
    fprintf(fp2, "\n \t LOAD %s,R1", operand2);
    fprintf(fp2, "\n \t ADD R1,R0");
    fprintf(fp2, "\n \t STORE R0,%s", result);
    break;
case '-':
    fscanf(fp1, "%s %s %s", operand1, operand2, result);
    fprintf(fp2, "\n \t LOAD %s,R0", operand1);
    fprintf(fp2, "\n \t LOAD %s,R1", operand2);
    fprintf(fp2, "\n \t SUB R1,R0");
    fprintf(fp2, "\n \t STORE R0,%s", result);
    break;
case '/':
    fscanf(fp1, "%s %s s", operand1, operand2, result);
    fprintf(fp2, "\n \t LOAD %s,R0", operand1);
    fprintf(fp2, "\n \t LOAD %s,R1", operand2);
    fprintf(fp2, "\n \t DIV R1,R0");
    fprintf(fp2, "\n \t STORE R0,%s", result);

```

```

        break;
    case '%':
        fscanf(fp1, "%s %s %s", operand1, operand2, result);
        fprintf(fp2, "\n \t LOAD %s,R0", operand1);
        fprintf(fp2, "\n \t LOAD %s,R1", operand2);
        fprintf(fp2, "\n \t DIV R1,R0");
        fprintf(fp2, "\n \t STORE R0,%s", result);
        break;
    case '=':
        fscanf(fp1, "%s %s", operand1, result);
        fprintf(fp2, "\n\t STORE %s %s", operand1, result);
        break;
    case '>':
        j++;
        fscanf(fp1, "%s %s %s", operand1, operand2, result);
        fprintf(fp2, "\n \t LOAD %s,R0", operand1);
        fprintf(fp2, "\n\t JGT %s,label#%s", operand2, result);
        label[no++] = atoi(result);
        break;
    case '<':
        fscanf(fp1, "%s %s %s", operand1, operand2, result);
        fprintf(fp2, "\n \t LOAD %s,R0", operand1);
        fprintf(fp2, "\n\t JLT %s,label#%d", operand2, result);
        label[no++] = atoi(result);
        break;
    }
}
fclose(fp2);

```

```

fclose(fp1);
fp2 = fopen("target.txt", "r");
if (fp2 == NULL) {
    printf("Error opening the file\n");
    exit(0);
}
do {
    ch = fgetc(fp2);
    printf("%c", ch);
} while (ch != EOF);
fclose(fp1);
return 0;
}

```

Input File: input.txt

```

=t1 2
[]=a 0 1
[]=a 1 2
[]=a 2 3
*t1 6 t2
+a[2] t2 t3
-a[2] t1 t2
/t3 t2 t2
uminus t2 t2
print t2
goto t2 t3
=t3 99
uminus 25 t2
*t2 t3 t3

```

uminus t1 t1

+t1 t3 t4

print t4

Output: target.txt

main.c	input.txt	target.txt
1	STORE 2 []=a	
2		
3	LOAD	
4	LOADt2,R1	
5	MUL R1,R0	
6	STORE R0,+a[2]	
7		
8	LOAD t1,R0	
9	LOAD t2,R1	
10	SUB R1,R0	
11	STORE R0,/t3	
12		
13	LOAD -t2,R1	
14	STORE R1,t2	
15		
16	OUT t2	
17		
18	JMP t2,label#t3	
19		
20	STORE 99 uminus	
21		
22	LOAD	
23	LOADt3,R1	
24	MUL R1,R0	
25	STORE R0,uminus	
26		
27	LOAD t3,R0	
28	LOAD t4,R1	
29	ADD R1,R0	
30	STORE R0,print	
31		