

New a Array

潘开森 520030910140

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```
new int [10][20][30]:
```

```
newExpr0.dep0.Initial
```

```
(i32) %0=mul List[0] i32 TypeSize
```

```
(i32) %1=add %0 39(32 向上取整)
```

```
(i32) %2=div %1 8
```

```
(i8*) %3=molloc %2
```

```
(i32*) %4=bitcast %3 to i32*
```

```
store List[0] %4
```

```
if Dim=1 finish
```

```
(i32*) %5=getelement i32 i32* %4 i32 1
```

```
(Type*) %6=bitcast %5 to Type*
```

```
(Type**) %7=alloca Type*
```

```
store Type** %7 Type %6
```

```
(i32*) %8=alloca i32
```

```
store i32* %8 i32 0
```

```
br newExpr0.dep0.Loop
```

```
newExpr0.dep0.Loop
```

```
%9=Load Type** %7
```

```
%10=Load i32* %8
```

```
%11=add i32 %10 i32 1
```

```
store i32* %8 i32 %11
```

```

%12=icmp ne i32 %10 i32 List[0]
%13 = getelement Type Type* %9 i32 1
store Type** %7 Type* %13
br %12 %label newExpr0.dep1.Initial %label newExpr0.dep0.finish

```

```

newExpr0.dep0.Finish
%14 =bitcast i8* %3 to Type*
store (Last)Type**%9 Type* %14

```

```

Finish Or BrLast newExpr0.dep-1.Finish

```

```

int* x ;
x[10];

```

```

(i32*)      %0 = bitcast x to i32*
(i32*)      %1 = getelement i32 i32* %0 i32 1
(Type*)     %2 = bitcast %1 to Type*
(Type*)     %3 = getelement Type Type* %2 i32 ID(Pointer)
(Type)      %4 = load type* %3(value)

```