

CC64 Language Reference

Table of Contents

CC64 Language Reference	1
Overview	3
Compiler Options.....	4
__attribute__	8
__bmap.....	8
__check	8
__leaf.....	9
__mul.....	9
addrof	9
align().....	9
and.....	10
asm [__leafs].....	10
begin.....	11
case.....	11
catch	13
class.....	13
decimal	14
delete	15
end.....	15
enum.....	15
epilog.....	16
firstcall	17
forever	17
generic, _Generic	17
half	18
inline	18
if	18
nocall / naked	18

new	20
or	20
pascal.....	21
prolog	21
quad.....	21
register.....	21
single	22
switch	22
then.....	23
throw	24
thread.....	24
try { }	24
typenum().....	25
until	25
using.....	26
name mangler.....	26
__cdecl	26
pascal.....	26
real names	26
&&&	26
.....	26
??	27
Character Constants	28
Block Naming	28
Nested Functions.....	28
Calling Convention	29
Bit Slicing	30
Array Handling Differences from ‘C’	31
Exception handling	32
Garbage Collection	32
Limitations	32
Return Block.....	33

Overview

Language Representation

CC64 has more ways to represent constructs than standard C does. There are functionally redundant keywords (for instance 'until') that allow expressing meaning in a more variable manner. Hopefully, this is a human readable improvement over C.

CC64 does not require expressions to be surrounded with '(' and ')' in all cases if it can be determined by the compiler what is part of the expression. It is recommended to use the brackets however. For instance the 'if' statement may be written as:

```
if a < 10 then dosomething();
```

CC64 supports an extended 'C' language compiler. CC64 is able to compile most C language programs with little or no modification required. In addition to the standard 'C' language CC64 adds the following:

- run-time type identification (via `typenum()`)
- exception handling (via `try/throw/catch`)
- function prolog / epilog control
- multiple case constants eg. `case '1','2','3':`
- assembler code (`asm`)
- pascal calling conventions (`pascal`)
- no calling conventions (`nocall / naked`)
- inline code, auto-inlining
- additional loop constructs (`until`, `loop`, `forever`)
- `true/false` are defined as 1 and 0 respectively
- thread storage class
- structure alignment control
- `firstcall` blocks
- block naming
- branch prediction hints
- bit slicing
- nested functions

Compiler Options

Option	Description
-fno-exceptions	This option tells the compiler not to generate code for processing exceptions. It results in smaller code, however the try/catch mechanism will no longer work.
-finline[n]	Set the compiler's threshold to inline functions. The default is five instructions.
-fpoll[n]	This option tells the compiler to generate code to poll for interrupts periodically.
-o[pxrcl]	This option disables optimizations done by the compiler causing really poor code to be generated. p – this disables the peephole optimization step x – this disables optimization of expressions (constants) r – this disables the allocation of register variables and common subexpression elimination. Also turns off constant optimizations. c – this disables optimizations done during code generation l – this disables loop invariant optimization -o by itself disables all optimizations done by the compiler
-os	Optimize for size. This will disable optimizations that increase code size such as loop inversions.
-w	This option disables wchar_t as a keyword. This keyword is sometimes #defined rather than being built into some compilers.
-S	generate assembly code with source code in comments.

Thor Register Usage

Regno	ABI	Group Reg	ABI Usage
0	0	AG0	Always zero
1	A0		First argument / return value register
2	A1		Second argument / return value register
3	A2		Third argument register
4 to 15	T0 to T11	TG0 to TG2	Temporary register, caller save
16 to 31	S0 to S15	SG0 to SG3	Saved register, register variables

32 to 39	VM0 to VM7	VMG0,VMG1	Vector mask
40 to 47	A3 to A10	AG1,AG2	Argument register
48 to 51		G12	
52	TS	G13	Thread state pointer
53	PC / SC		Program counter; LOAD does canary check
54	CTA		Card table address
55	LC		Loop counter
56	LR0	LRG	Subroutine link register #0; branch subroutine specific
57	LR1		Subroutine link register #1; milli-code routines
58	LR2		Subroutine link register #2
59	LR3		Subroutine link register #3
60	GP1	G15	Global Pointer #1 (RO data segment)
61	GP0		Global Pointer #0 (Data segment)
62	FP		Frame Pointer
63	SP		Stack Pointer
63	ASP		Application/User Stack pointer
63	SSP		Supervisor Stack pointer
63	HSP		Hypervisor Stack pointer
63	MSP		Machine stack pointer

Riscv Register Usage

Register usage is as outline in the Riscv documentation, with the exception of x27 which the compiler uses for the global pointer to read-only data.

Regno	ABI Name	Description
x0	0	Always zero
x1	ra	Return address
x2	sp	Stack pointer
x3	gp	Global pointer
x4	tp	Thread pointer
x5	t0	Temporary / alternate return address / link register
x6,x7	t1,t2	Temporaries
x8	fp /s0	Frame pointer
x9	s1	Saved register
x10,x11	a0,a1	Function arguments / return value
x12-x17	a2-a7	Function arguments
x18-x26	s2-s10	Saved registers
x27	gp1,s11	Ro data global pointer, saved register
x28-x31	t3-t6	Temporaries

Compiler Primitive Types

Types supported by the compiler are the same as C types with the following exceptions / additions:

byte – declares a byte, 8 bits, sized variable, may be applied to a float

char – a char variable is always 16-bits in size

half – declares a half-precision, 16 bits, floating point value

single – declares a single precision, 32 bits floating-point value (short float may also be used)

quad – declares a quad precision, 128-bit floating-point value (long double may also be used)

decimal – declares a decimal floating-point variable of 128-bits. Approximately 34 decimal digits.

vector – declares a vector variable, 512 bit / 64 bytes bucket

vector_mask declares a vector masking variable

A **short int** is 32-bits, a **long int** is 128-bit, and an **int** is 64-bits.

The following additions have been made:

`typenum(<type>)`

allow run-time type identification. It returns a hash code for the type specified. It works the same way the `sizeof()` operator works, but it returns a code for the type, rather than the types size.

CC64 supports a simple try/throw/catch mechanism. A catch statement without a variable declaration catches all exceptions.

```
try { <statement> }  
catch(var decl) {  
}  
catch(var decl)  
{  
}  
catch {  
}
```

Types:

cc64 specific keywords

__attribute__

__attribute__ defines attributes associated with functions. Currently the only defined attribute is **__no_temps** which indicates to the compiler that the function does not use any temporary registers. This allows the compiler to omit code to save and restore temporaries around function calls. This is used primarily for functions defined in assembly language.

Example:

```
extern signed byte KeybdGetStatus() __attribute__((__no_temps));
extern byte KeybdGetScanCode() __attribute__((__no_temps));
```

__bmap (Thor)

__bmap causes the compiler to emit code using the byte mapping, **bmap**, instruction. This intrinsic function may be used to perform permutations on a value.

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

```
void *(memset)(void *s, integer c, size_t n)
begin /* store c throughout unsigned char s[n] */
    const unsigned byte uc = c;
    unsigned byte *su = (unsigned byte *)s;
    unsigned long *pl;
    long m;

    // Source all bytes of m from byte zero
    m = __bmap(c,0);
    if ((s & 0xf) == 0 and n >= 16) begin
        pl = (unsigned long *)s;
        for (; n >= 16; ++pl, n -= 16)
            *pl = m;
        su = (unsigned byte *)pl;
    end
    for (; n > 0; ++su, --n)
        *su = uc;
    return (s);
end
```

__check

__check causes the compiler to output a bounds checking instruction. The bounds expression must be of the format shown in the example.

Example:

```
__check (hMbx; 0; 1024);
```


The first expression must be greater than or equal to the second expression and less than the third expression or a processor check interrupt will be invoked. Note any valid expressions may be used.

__leaf

In some cases, the compiler can not tell if a function is a leaf function, for instance in prototypes of external functions. The `__leaf` keyword indicates to the compiler that function is a leaf function and uses the link register to perform a return.

__mulf (Thor)

`__mulf` causes the compiler to output a fast, single cycle multiply instruction. The fast multiply instruction is limited to 24 x 16 bits.

Example:

```
ndx = __mulf (row, 56);
```

__sync()

The `__sync()` intrinsic causes the compiler to generate a fence or sync operation. The `__sync()` intrinsic accepts a single constant integer value which is passed to the assembler for building the instruction.

Example:

```
__sync(0xFFFF)
```

addrof

This is a synonym for the ‘&’ character in expressions. It evaluates to the address of the specified value.

align()

The `align` keyword is used to specify structure alignment in memory. For example, the following structure will be aligned on 64-byte boundaries even though the structure itself is smaller in size.

```
struct my_struct align(64) {  
    byte name[40];  
}
```

Place the `align` keyword just before the opening brace of a structure or union declaration.

Note that specifying the structure alignment overrides the compiler's capability to automatically determine structure alignment. Care must be taken to specify a structure alignment that is at least the size of the structure.

Taking the size of a structure with an alignment specified returns the alignment.

and

'and' is defined as a keyword and is a synonym for '&&'. It can make code a little more readable.

Example:

```
if (a and b) {  
}
```

'and' resolves to a Boolean value of true (1) or false (0).

asm [__leafs]

The asm keyword allows assembler code to be placed in a 'C' function. The compiler does not process the block of assembler code, It simply copies it verbatim to the output. Global variables may be referenced by name by following the compiler convention of adding an '_' to the name. Stack arguments have to be specifically addressed referenced to the fp register. Register arguments can use the register directly.

```
pascal void SetRunningTCB(hTCB ht)  
{  
    asm {  
        lw    tr,32[fp]    ; this references the ht variable  
        asli  tr,tr,#10  
        add   tr,tr,#_tcbs    ; this is a global variable reference  
    }  
}
```

The __leafs keyword indicates that the assembler code contains leafs (calls to other functions). Using the __leafs keyword causes the compiler to emit code to save and restore the subroutine linkage register.

```
// -----  
//  
// Set an IRQ vector  
// -----  
//  
  
pascal void set_vector(unsigned int vecno, unsigned int rout)  
{  
    if (vecno > 255) return;  
    if (rout == 0) return;  
    asm __leafs {
```

```

        lw      r2,32[fp]
        lw      r1,40[fp]
        call    set_vector
    }
}

```

begin

This keyword is a synonym for the compound statement begin character ‘{’.

case

Case statement may have more than one case constant specified by separating the constants with commas.

CC64:

```

switch (option) {
case 1,2,3,4:
    printf("option 1-4);
case 5:
    printf("option 5");
}

```

Standard C:

```

switch (option) {
case 1:
case 2:
case 3:
case 4:
    printf("option 1-4);
case 5:
    printf("option 5");
}

```

The compiler will make use of a jump table if there are enough cases and the density of the cases is greater than 33%. The table must be at least 33% populated. Otherwise, the compiler reverts to using a series of branches in a binary tree pattern. If there are just a few cases (<4) then a linear series of branch testing is used.

If the case options are powers of two, the compiler may generate more efficient code using BBS and BBC instructions. BBS means branch-on-bit-set.

catch (<type>)

The catch statement “catches” a specific type of object used for exception handling. A catch handler corresponds to object type used in the throw statement. If the thrown object is not of a type caught by a local catch handler, then a search for the correct catch handler will continue at a more outer level.

The type may be specified as an ellipsis which will then match any type, but the object thrown is not available to the catch handler. The type may also be omitted which will also match any type.

If none of the catches match the error object then catch statements at more outer levels are checked.

When exception processing is enabled the compiler always generates a default catch for each function. The default catch merely returns up the try/catch chain. The default catch will perform the same cleanup as would be activated by a return statement.

```
try {
    < some code>
}
catch (int exc) {
    < process error code>
}
catch {
    < catch anything else>
}
```

class

CC64 features a simple class keyword which may be used to implement classes. A class is very similar to a struct except that class methods may be declared to be part of the class. Classes in CC64 can have only single inheritance. Methods may be overloaded with different parameters.

coroutine

cc64 allows coroutines to be implemented by using a spec for the coroutine function. A coroutine may suspend processing by using the **yield** keyword allowing another routine to be executed. Coroutines are managed with the use of some state stored in the data area. The coroutine keeps track of where it gave up control via the **yield** keyword. Processing will return to the point after the **yield** keyword when the coroutine is transferred to. Coroutines may exit using the **return** statement.

```
coroutine(test_stack) void test_rout(integer a, integer b) {
}
```

coroutine accepts a parameter which specifies the stack to use for the coroutine.

decimal

decimal is used to declare a variable of the decimal type. Decimal floating-point arithmetic is performed instead of binary floating-point. The decimal type has approximately 34 digits of decimal precision.

delete

delete calls the run-time function `__delete()` to delete an object allocated by the new operator. `__delete()` takes a pointer to the object which was returned by `new()` and deallocates the object from the heap. If an object is deleted it is immediately deallocated and is not garbage collected. Delete does not call an object destructor. The object should be destroyed before using delete.

end

This is a synonym for the character, '}', representing the end of a compound statement.

enum

The enum keyword defines a set of enumerated values which gives a list of identifiers specific values for each identifier. This allows the identifiers to be used as numeric constants in the program text. Enumeration values are 16-bit signed integer values. Typical use is as switch cases.

The stride may be specified for the enumeration by following the enum keyword with the parenthesized stride value. The value must be a constant. If not specified the enumeration will increment by one.

In the following example the enumeration will decrement by 1 the value for each enumerated constant. so BADARG is equal to -1. This may be useful in cases where functions return a negative value indicating error or a positive value indicating proper operation.

```
enum(-1) {  
    OKAY = 0,  
    BADARG  
}
```

The following will increment the enumeration value by 32.

```
enum (0x20) {  
    ErrorClass0 = 0,  
    ErrorClass1,  
    ErrorClass2  
}
```

This may be useful to define constants for bit-fields. The following example shows usage for a bit-field at bit position 7.

```
enum (0x80) {
```

```

    GFX_POINT = 0,
    GFX_LINE,  // will equal 0x080
    GFX_RECT   // will equal 0x100
}

```

enum may also indicate a powers-of enumeration as in:

```
enum (*2) { SelectA, SelectB, SelectC }
```

In which case SelectA would be equal to one, SelectB equal to two, and SelectC equal to four.

The powers-of enumeration causes the enumeration to multiply by the enumeration value for each step instead of adding. Different power series can be defined by setting one of the enumeration values to an arbitrary value. From that point on the values will multiply. So, “enum (*2) { A, B = 3, C }; will assign the values 1, 6, and 12 to A, B, C.

Note that a floating-point number may be used to specify the increment, however the enumeration is always integer values. The calculated enumeration value is rounded down to an integer value.

Enumeration values are only 16-bit signed integer values.

epilog

The epilog keyword identifies a block of code to be executed as the function epilog code. An epilog block maybe placed anywhere in a function, but the compiler will output it at the function’s return point.

```

nocall myfunction()
{
    // other code
    epilog asm {
        // do some epilog work here, eg. setup return values
    }
}

```

false

False is a predefined boolean constant with the value of zero.

firstcall

The firstcall keyword defines a statement that is to be executed only once the first time a function is called.

```
firstcall {  
    printf("this prints the first time.");  
}
```

The compiler automatically generates a static variable in the data segment that controls the firstcall block. The firstcall statement is equivalent to:

```
static char first=1;  
if (first) {  
    first = 0;  
    <other statements>  
}
```

The if statement may also precede the firstcall for readability.

forever

Forever is a loop construct that allows writing an unconditional loop. A forever loop should have an alternate means of exiting. For instance, a break statement will exit the loop.

```
forever {  
    printf("this prints forever.");  
}
```

generic, _Generic

The generic statement acts like a function and returns a value corresponding to the type of the specified variable. The variable is specified followed by a list of types similar to a case statement. If there is a default keyword then if the type of the variable does not match any of the types listed then the default value will be returned.

```
integer x;  
x = generic(var, int: 1, char: 2, long 3: default: 4);
```

The generic statement may return values of any type, but it is best to keep all the return values of the same type so that the result may be assigned to a variable of specific type. Any non-comma expression may be used to return a result including calling a function.

half

half is used to declare a half precision binary floating point value. Half precision values occupy 16-bits. Float values are double precision binary 64-bit values by default.

inline

The inline keyword may be applied to a function declaration to cause the compiler to emit the function “inline” with other code. Every time the inline function is called, the code for the function is replicated inline. It is best to use register parameters to inline code.

Inline accepts an optional parameter indicating the number of lines below which the function will inline. This may be used to prevent inlining of functions.

```
inline(10) void myfunc()
```

will inline the function myfunc() if it has fewer than 10 lines of code.

if

If statements can accept a branch predictor hint. The hint must be a constant value determined at compile time. The syntax adds an options second expression ‘;’ into the expression clause as shown below.

```
if (a < 10; 1) // predict taken all the time
...
```

interrupt

A function declared as an interrupt routine will use an interrupt return instruction at the end, and may also emit code to store registers on the stack on entry, and load them from the stack on exit. Interrupt may accept an integer parameter indicating which registers to save and reload. Registers are identified in a bit mask with the lowest bit representing the lowest numbered register.

```
interrupt(0xffffffff) my_irq() { }
```

will save all the registers on the stack except x0 and the stack pointer for Riscv.

The interrupt keyword may also be preceded by a keyword indicating which operating mode the interrupt is for. Four supported operating modes are **__user**,

__supervisor, **__hypervisor**, and **__machine**. This affects the return instruction used at the end of the interrupt routine.

nocall / naked

The `nocall` or `naked` keyword causes the compiler to omit all the conventional stack operations required to call a function. (Omits function prologue and epilogue code) It's use is primarily to allow inline assembler code to handle function calling conventions instead of allowing the compiler to handle the calling convention. The `naked` keyword may also be applied to the `switch()` statement to cause the compiler to omit bounds checking on the switch. A `naked` function also omits the default exception handler.

```
nocall myfunction()
{
    asm {
    }
}
```

new

The `new` operator generates a call to the run-time library function `__new()`. `__new()` will allocate storage for the object on the heap using `malloc()`. The object is given a 64-byte header and the object state is set to `new`. Objects whose state is `new` will not be deleted automatically by the garbage collector. They must be deleted using the `delete` keyword. `new` may be preceded by the keyword `'auto'` which indicates that automatic garbage collection should be used for the object. In this case the objects state is set to `auto new`. `new()` does not call the object's constructor.

or

`'or'` is defined as a keyword and is a synonym for `'||'`. It can make code a little more readable.

Example:

```
if (a or b) {
}
```

pascal

The pascal keyword causes the compiler to use the pascal calling convention rather than the usual C calling convention. For the pascal calling convention, function arguments are popped off the stack by the called routine. This may allow slightly faster and smaller code in some circumstances.

```
pascal char myfunction(int arg1, int arg2)
{
}
```

Note the default calling convention for the compiler is pascal.

prolog

The prolog keyword identifies a block of code to be executed as the function prolog. A prolog block may be placed anywhere in a function, but the compiler will output it at the function's entry point.

```
nocall myfunction()
{
    prolog asm {
        // do some prolog work here, eg. setup stack parameters
    }
}
```

Prolog code is not as highly optimized as other code as the prolog is generally placed before register variables are saved. That means it cannot make use of register variables.

quad

quad is used to declare a quad precision binary floating point value. Quad precision values occupy 128-bits. Float values are double precision binary 64-bit values by default.

register

The compiler will not use registers to pass arguments to functions unless specifically instructed to do so. The register keyword is used for this. The compiler automatically uses registers for temporaries and other variables where possible. Using the register keyword on anything other than an argument is likely

to be ignored. Note the compiler allocates storage space on the stack for variables even if they are in registers. This storage space is often unused.

single

single is used to declare a single precision binary floating point value. Single precision values occupy 32-bits. Float values are double precision binary 64-bit values by default.

stop

stop causes a CPU stop instruction to be emitted. An integer constant may be provided as an argument to stop.

switch

The naked keyword may be applied to the switch() statement to cause the compiler to omit bounds checking. Normally the compiler will check the switch variable to ensure that it's within the range of the defined case values. With a naked switch the compiler assumes that the switch value is between the minimum and maximum case value in the switch statement. Naked switches result in faster code, but results are undefined if the switch is out of range. For a naked switch if the switch value isn't valid then the program will likely crash. So use with caution.

Regular switch:

```
;          switch(btn) {  
            lw      r3,-32[bp]  
            ldi     r4,#1  
            ldi     r5,#9  
            chk     r3,r4,r5,BIOSMain_13  
            sub     r3,r3,#1  
            shl     r3,r3,#3  
            lw      r3,BIOSMain_19[r3]  
            jal     r0,0[r3]
```

Naked Switch:

```
;          switch(btn; naked) {  
            lw      r3,-32[bp]  
            sub     r3,r3,#1  
            shl     r3,r3,#3  
            lw      r3,BIOSMain_19[r3]  
            jal     r0,0[r3]
```



Note that if the minimum case value is zero then the code may omit the subtract of the minimum value making the switch slightly faster.

then

‘then’ is defined as a keyword. Its only purpose is to make code more readable. It may be used with ‘if’ statements in which case it is ignored.

throw

Throw acts in a similar fashion to the return statement. Throw returns to the latest catch handler. The latest catch handler does not have to be defined in the current routine or a previous routine. Throwing an exception will walk backwards up the stack to the most recently defined catch handler. Unlike c++ throw does not automatically destroy objects created in the subroutine or method.

thread

The 'thread' keyword may be applied in variable declarations to indicate that a variable is thread-local. Thread local variables are treated like static declarations by the compiler, except that the variable's storage is allocated in the thread-local-storage segment (tls).

thread int varname;

true

true is a predefined Boolean constant with a value of one.

try { }

Try defines a try – catch block. A block of statements followed by a series of catch statements. Try causes the compiler to output code to point to the catch block of the try statement. This pointer will be used by subsequent throw statements.

When exception handling is enabled every function has a default exception handler that merely returns up to the next higher exception handler.

typenum()

Typenum() works like the sizeof() operator, but it returns a hashcode representing the type, rather than the size of the type. Typenum() can be used to identify types at run-time.

```
struct tag { int i; };

main()
{
    int n;

    n = typenum(struct tag);
}
```

The compiler numbers the types it encounters in a program, up to 10,000 types are supported. Pointers to types add 10,000 to the hash number for each level of pointer. Program should not depend on specific hash numbers as the hash numbers of type may vary between different versions of the compiler. The compiler uses a 15-bit hash number which may be encoded into a three character ascii string.

until

Until is a loop construct that allows writing a loop that continues until a condition is true. Until and while are almost the same except that until waits for the inverted condition. It may have better semantics in some circumstances to use until instead of inverting a while condition. while(!x) is better represented as until(x)

```
x = 0;
until (x==10) {
    printf("this prints 10 times.");
    x = x + 1;
}
```

using

The using keyword is used to activate features of CC64. In particular a name mangler used for classes can be activated by using the phrase ‘using name mangler;’ Without activating the name mangler all class methods have global scope.

yield

The **yield** keyword is used to suspend the execution of a coroutine and transfer execution to a different routine. The **yield** records its current location so that a transfer back to the routine may continue from the yield point.

name mangler

The name mangler generates unique names for methods so that there is no name clash for overloaded or derived methods. A hash string representing the type, method parameter and return value types is added to the method name.

__cdecl

Specifies that the default calling convention is the C calling convention

pascal

Specifies that the default calling convention is the Pascal calling convention.

real names

Disables name mangling.

&&&

The &&& operator indicates to the compiler that a safe optimization is to generate code that executes both sides of the operator then use an ‘and’ operation to determine the result. This may eliminate branches.

|||

The ||| operator indicates to the compiler that a safe optimization is to generate code that executes both sides of the operator then use an ‘or’ operation to determine the result. This may eliminate branches.

??

?? is the multiplex operator. It selects one of a series of expressions from a colon separated list. If the value on the left hand side of ?? is zero, then the first expression is selected, if the value is one, then the second expression is selected, and so on. The last expression in the list acts as a default. The following example returns the value 4 as there is no expression for the tenth selection.

```
integer main()
begin
    integer a = 10;
    integer b = 1;
    integer c = 2;
    integer d = 3;
    integer e = 4;

    return ( a ?? b : c : d : e );
end
```

The ?? operator is similar to the ? operator working in the reverse order. The control expression for ? evaluates to a boolean value returning true or false (1 or 0). The control expression for ?? evaluates to an enumeration (0,1,2,3...).

a ?? b : c; is the same as a ? c : b;

Character Constants

String constants may be pre-pended with one of 'B', 'W', 'T', or 'O' to indicate the size of encoded characters. 'B' = byte, 'W' = wyde (16-bit), 'T' = tetra(32-bit), and 'O' = octa (64-bit).

```
Example: The following string is encoded as bytes:  
B"? = display help"
```

String constants may also be placed inline with code using the letter 'I' as a prefix. Inlined string constants are automatically 16-bit encoded.

Block Naming

The compiler supports named compound statement blocks. To name a compound statement follow the opening brace with a colon then the name.

```
void SomeFunc()  
{  
    while (x) {: x_name  
        <other statements>  
    }  
}
```

An eventual goal for the compiler is to have the break statement be able to identify which block statement to break out of.

Nested Functions

cc64 allows nesting of functions. Functions may be defined within other functions, making them local to the function. Locally defined functions may access variables at a more outer function level. However, there are performance implications for variable access of this type. Outer local variables need to be dereferenced multiple times by the compiler, hence access to them is slower.

```
int  
main##__BASEFILE__()  
{  
    int i;  
  
    i = 47;  
    inline(20) int foo1() {  
        return 43;  
    }  
    int sub1(int a, int b) {  
        int g, h;  
        int sub2(int c, int d) {
```

```

        c = c + g + i;
        d = d + h;
        return (c*d);
    }
    g = 2; h = 3;
    return (a+b);
}
printf("%d", foo());
printf("%d", foo1()*8);
sieve();
}

```

Calling Convention

CC64 uses the pascal calling convention by default. However, for functions with variable argument lists the variable portion of the list must be popped off the stack by the caller, as the called routine does not know how many variable arguments there are. The called routine will only pop the fixed portion of the argument list. The 'C' calling convention may be specified using the keyword `__cdecl`.

Bit Slicing

The compiler allows bits slices of primitive types to be taken. Specific bits of a variable may be selected using the indexing operator[]. In the following example bits 26 to 31 of the variable ab are updated, then bits 6 to 10 is returned with 21 subtracted from the value.

```
int main(int a, int b, int c)
{
    int ab;
    ab[31:26] = a + b + c[15:5];
    return (ab[10:6]-21);
}
```

The indicated bits must specify the high bit followed by a colon then the low bit. Bits are numbered from 0 to 63.

Bit slicing aids the compiler in determining the use of bit field instructions that may be available on the processor. Bit manipulations can also be done with bitwise operators (~, &, |, ^, <<, and >>).

Array Handling Differences from ‘C’

The following is “in the works”. It may or may not work.

Arrays may be passed by value using the standard declaration of an array as a parameter. In ‘C’ arrays are always passed by reference.

In CC64:

```
SomeFn(int ary[50]) {  
}
```

Declares a function that accepts an array of 50 integers passed by value. Declaring the function the same way in ‘C’ results in a reference to the array being passed to the function rather than the array values.

In order to pass an array by reference in CC64 the pointer indicator ‘*’ must be used as in the following:

```
SomeFn(int *ary) {  
}
```

It is not recommended to pass large arrays or structures around in a program by value as program performance may be adversely affected. Passing aggregate types by value causes the compiler to output code to copy the values. The alternative, passing references around is significantly faster.

Vector Operations

Vector operations are support with the vector type which indicates a vector is to be used. Vectors are 64-byte wide variables that may take on elements based on the subtype declared.

vector float vec;

Will declare a vector variable consisting of float type elements.

Vector masking variable may be declared as a **vector_mask**. The masking scope is applied with parenthesis.

```
vector_mask mvar;  
vector res, a, b;  
res = mvar(a + b);
```

Exception handling

When exception handling is enabled, CC64 generates a default exception handler for each function. The action of the default handler is merely to return to the next higher exception handler. If an exception handler is not coded for the function then the default handler will be in effect. During function prolog, the address of any exception handler is stored in the stack frame at 16[\$FP]. When a throw() operation occurs the address of the exception handler is loaded from 16[\$FP] and jumped to. Throw() loads the exception type into register \$a1 and the exception value into \$a0. The catch handlers check the exception type in \$a1 against the type of exception they handle. If there is no match, the next catch handler tests the value. If none of the catch handlers match the exception type then the default handler which returns up the exception chain is jumped to.

This causes an unhandled exception to unwind the stack just as a return would, then return to the caller's exception handler address rather than the normal return address.

To receive hardware exceptions the operating system must be notified of which exceptions are desired. A 256-bit bit mask is used to track which exceptions the application will respond to. This bitmap is stored in the applications ACB. When a selected exception occurs the OS forces the cause code into \$a0, and the "exception" type into \$a1 then causes the application to resume execution at the exception handler the next time the application is active.

Because of the simplicity of the exception handling mechanism objects created in the function are not automatically destroyed. That means it's necessary to keep track of which objects got created and destroy them in the catch handler.

Garbage Collection

If a function or method uses the new operator, then a call is made to the run-time library function __AddGarbage() when the function returns. The __AddGarbage() function moves objects off the function's object list onto the garbage collector's list.

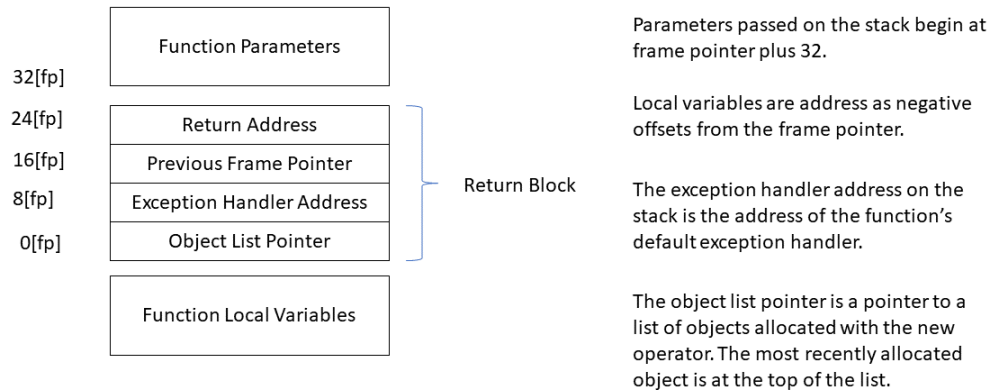
Limitations

The CC64 compiler has some built in limitations, most of the limits are far beyond what would be required for ordinary use:

- The maximum number of function parameters: 20
- The maximum number of symbols in a translation unit: 32,000.
- The maximum number of functions in a translation unit: 3,000
- The maximum number of different types allowed: 32,000
- The maximum number of labels in a translation unit: 65,000.
- The maximum number of dimensions that may be specified for an array is 19.
- The maximum number of different expressions in a function: 450.

Number of basic blocks in a function: 10,000 max.

Return Block



- Deleting objects in the reverse order that they were allocated in will give the best performance, because then the top object on the object list can be deleted without having to search the object list.
- When the function exits any objects remaining on the object list are re-listed on the garbage collection list.