

## Translating to Three address code.

①

$$c = a + b * c$$

TAC

$$T_1 = b * c$$

$$T_2 = a + T_1$$

$$c = T_2$$

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②

$$a = (b + c) * (c - d) / (b + c)$$

TAC

$$T_1 = b + c$$

$$T_2 = c - d$$

$$T_3 = T_1 * T_2$$

$$T_4 = T_3 / T_1$$

$$a = T_4$$

③

$$x = A[y, z]$$

TAC

$$t_1 = y * 20$$

$$t_1 = t_1 + z$$

$$t_3 = 4 * t_1$$

$$t_4 = A[t_3]$$

$$x = t_4$$

Let A be  $10 \times 20$  array  
with  $low_1 = low_2 = 1$

$$\therefore n_1 = 10$$

$$n_2 = 20$$

$$\text{Let } w = 4$$

④  $a \text{ or } b \text{ and not } c$

TAC

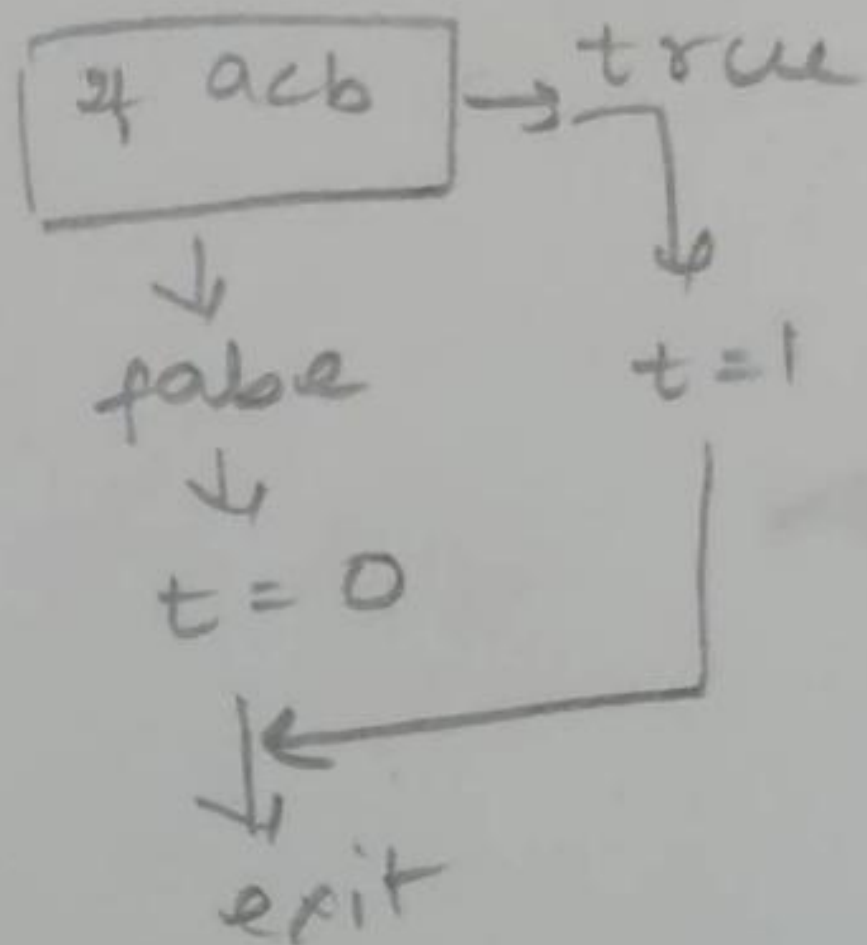
$t_1 = \text{not } c$   
 $t_2 = b \text{ and } t_1$   
 $t_3 = a \text{ or } t_2$

⑤ if  $a < b$  then 1 else 0

TAC

100 if  $a < b$  goto 103  
 101  $t = 0$   
 102 goto 104  
 103  $t = 1$   
 104

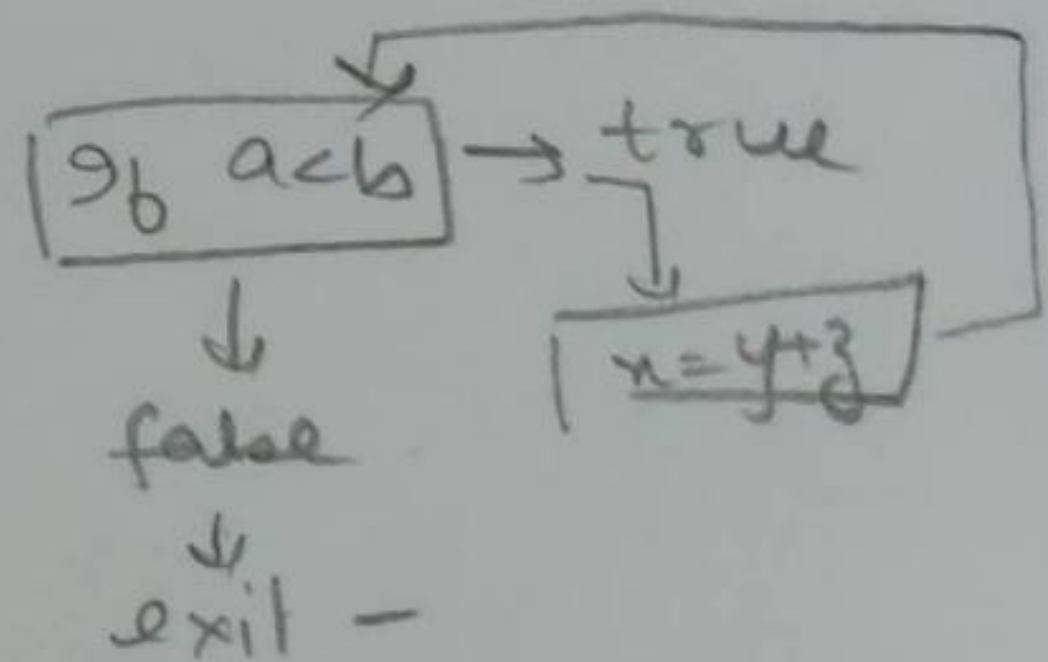
true



⑥ while  $a < b$  do  
~~if  $a < b$  then~~  
 $x = y + z$   
 end

TAC

100 if  $a < b$  goto 102  
 101 goto 104  
 102  $x = y + z$   
 103 goto 100  
 104





⑦ if  $c < d$  then  
     $x = y + z$   
else  
     $x = y - z$

TAC

if  $c < d$  goto L1  
goto L2

L1 :  $t_1 = y + z$   
     $x = t_1$   
    goto L3

L2 :  $t_2 = y - z$   
     $x = t_2$

L3 :

```
while a < b do
  if c < d then
    x = y + z
  else
    x = y - z
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TAC

L1: if a < b goto L2  
goto next

L2: if c < d goto L3  
goto L4

L3: t<sub>1</sub> = y + z  
x = t<sub>1</sub>  
goto L1

L4: t<sub>2</sub> = y - z  
x = t<sub>2</sub>  
goto L1

Lnext:

⑨ Switch E  
 begin  
   Case  $V_1$  :  $S_1$   
   Case  $V_2$  :  $S_2$   
   :  
   Case  $V_{n-1}$  :  $S_{n-1}$   
   default :  $S_n$   
 end

### TAC

code to evaluate E into t  
 goto test

$L_1$  : code for  $S_1$   
       goto next  
 $L_2$  : code for  $S_2$   
       goto next  
   :  
 $L_{n-1}$  : code for  $S_{n-1}$   
       goto next  
 $L_n$  : code for  $S_n$   
       goto next

~~next~~

test : if  $t = V_1$  goto  $L_1$   
       if  $t = V_2$  goto  $L_2$   
       :  
       if  $t = V_{n-1}$  goto  $L_{n-1}$   
       goto  $L_n$   
 next :

## assignment 2

Q give three address code of

switch (a+b)

case 0 :  $x = y + z$

case 2 :  $x = y + z + 2$

case 5 :

switch (c-d)

case 1 :  $x = v + w$

case 2 :  $x = v - w$

default :  $x = v * w$

default :  $z = y * z$