

for-loop:

translation into intermediate code

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$S \rightarrow \text{for } (S1; E; S2) S3$

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S1 – data initialization

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E – iteration condition

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S1 – data initialization

E – iteration condition

S2 – data update

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Roles:

S1 – data initialization

E – iteration condition

S2 – data update

S3 – body of the loop

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Roles:

S1 – data initialization

E – iteration condition

S2 – data update

S3 – body of the loop

Example:

for (if k = 0 then j:=0 else j:=10; j < 100; j:=j + 5) m := m*j

for-loop

Semantics:

1. perform initialization S1
2. **if E do**
 - S3 /* execute the loop body */
 - S2 /* update data */
 - return to 2
3. next statement after the for-loop

for-loop : structure of the intermediate code

$S \rightarrow \text{for } (S1; E; S2) S3$



S1.code

loop_start: E.code

if (E.place = 0) goto S.next

S3.code

S2.code

goto loop_start

S.next:

NOTE: S2 is derived **before** S3, but S2.code is executed **after** S3.code

Reminder: **inherited** attribute S.next

- Translation of S :
need to know the label for the next (after S) statement in the translated program
- Name of this label is the value of S.next
 - It should be known **in advance**, before derivation from S
- Inheritance starts at the program level (at the derivation rule for the initial variable P)

Translation scheme

$P \rightarrow D \{S.next := newlabel\} S$


Intermediate code

S.code

S.next: /* end of program */

Updated structure of the intermediate code

	S1.code	
S1.next:	E.code	/* S1.next is loop_start */
	if (E.place = 0) goto S.next	
	S3.code	תמונת ה "פאזל" שצריך להרכיב
S3.next:	S2.code	
S2.next:	goto S1.next	
S.next:	



NOTE:

- the name of label $S_i.next$ ($i = 1, 2, 3$) should be known **before** derivation from S_i (because it is used in creation of intermediate code for S_i)

Syntax-directed translation into intermediate code

```
S → for (  
    { S1.next = newlabel }  
    S1  
    ;  
    E  
    ;  
    { S2.next = newlabel }  
    S2  
    )  
    { S3.next = newlabel }  
    S3  
    { S.code =  
        S1.code ||  
        S1.next || ':' || E.code ||  
        'if' || E.place || '=0 goto' || S.next ||  
        S3.code ||  
        S3.next || ':' || S2.code ||  
        S2.next || ': goto' || S1.next ||  
        S.next || ':'  
    }  
}
```

/ label for loop_start */*
/ parse_S (S1.next) returns S1.code */*
/ parse_E() returns E.code and E.place */*
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יצירה של
"חתיכות פאזל"

הרכבת ה "פאזל"

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    S3  
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Example

$S \rightarrow^*$ for ($j:=1; j \leq 100; j:=j*2$) $k := k+j$;

$j:=1$		<code>/* S.next = "L1" */</code>	
		<code>/* S1.code</code>	
		<code>S1.next = "L2" */</code>	
L2: if $j \leq 100$ goto L3		<code>/* E.code</code>	
t1 := 0			<code>E.place = "t1" */</code>
goto L4			
L3: t1 := 1			
L4: if t1 = 0 goto L1			
t2 := k + j		<code>/* S3.code</code>	
k := t2			<code>S3.next = "L6" */</code>
L6: t3 := j*2		<code>/* S2.code</code>	
j := t3			<code>S2.next = "L5" */</code>
L5: goto L1			
L1:		<code>/* S.next = "L1" */</code>	

S1.code

S1.next: E.code

If (E.place == 0) goto S.next
S3.code

S3.next: S2.code

S2.next: goto S1.next
S.next: