

דוגמא 1

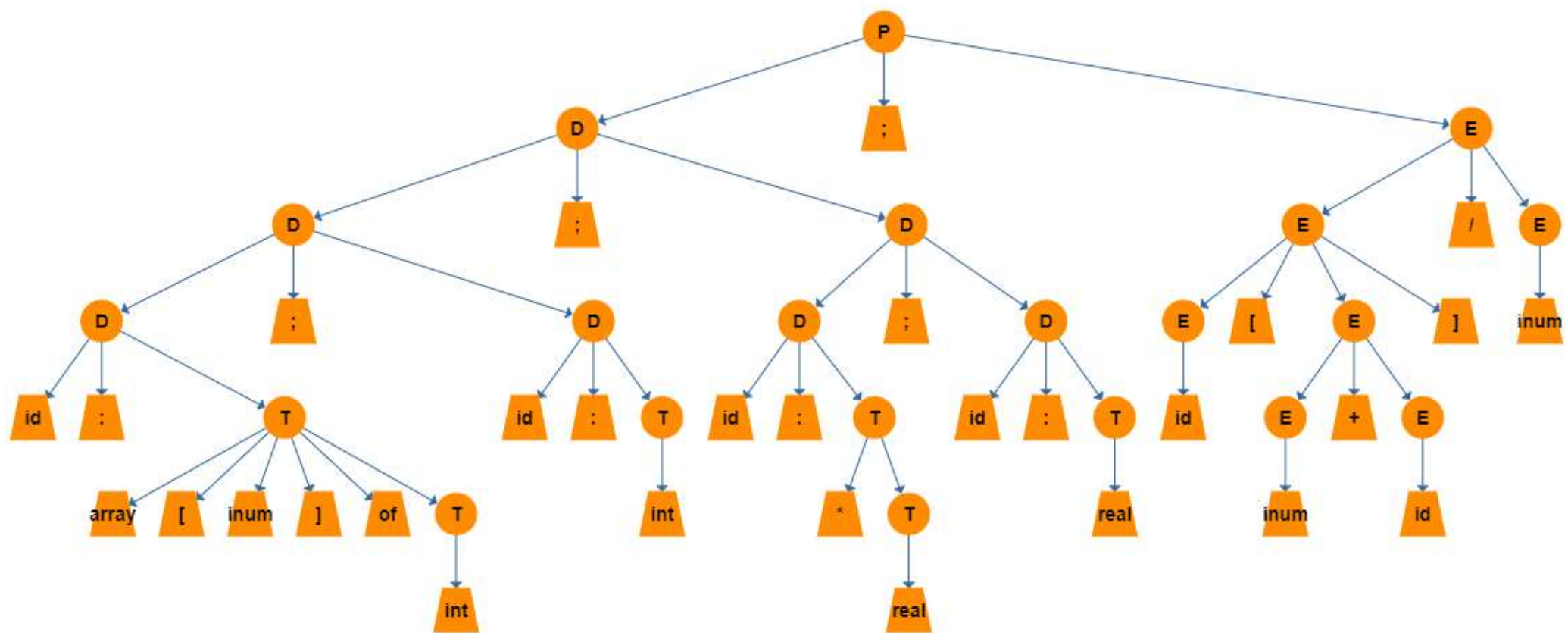
Arr: array[100] of int;

xi: int;

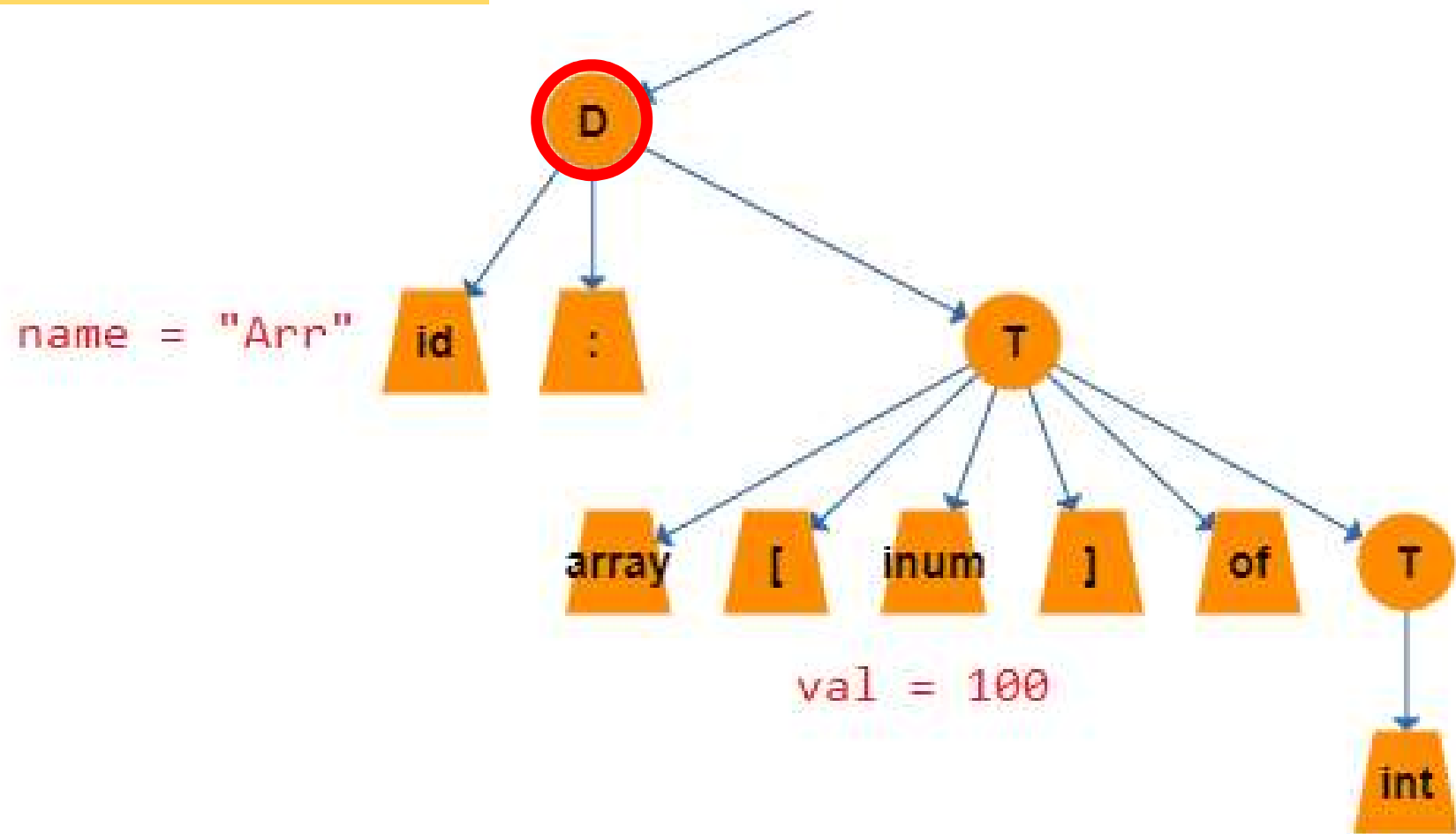
rp: *real;

r: real;

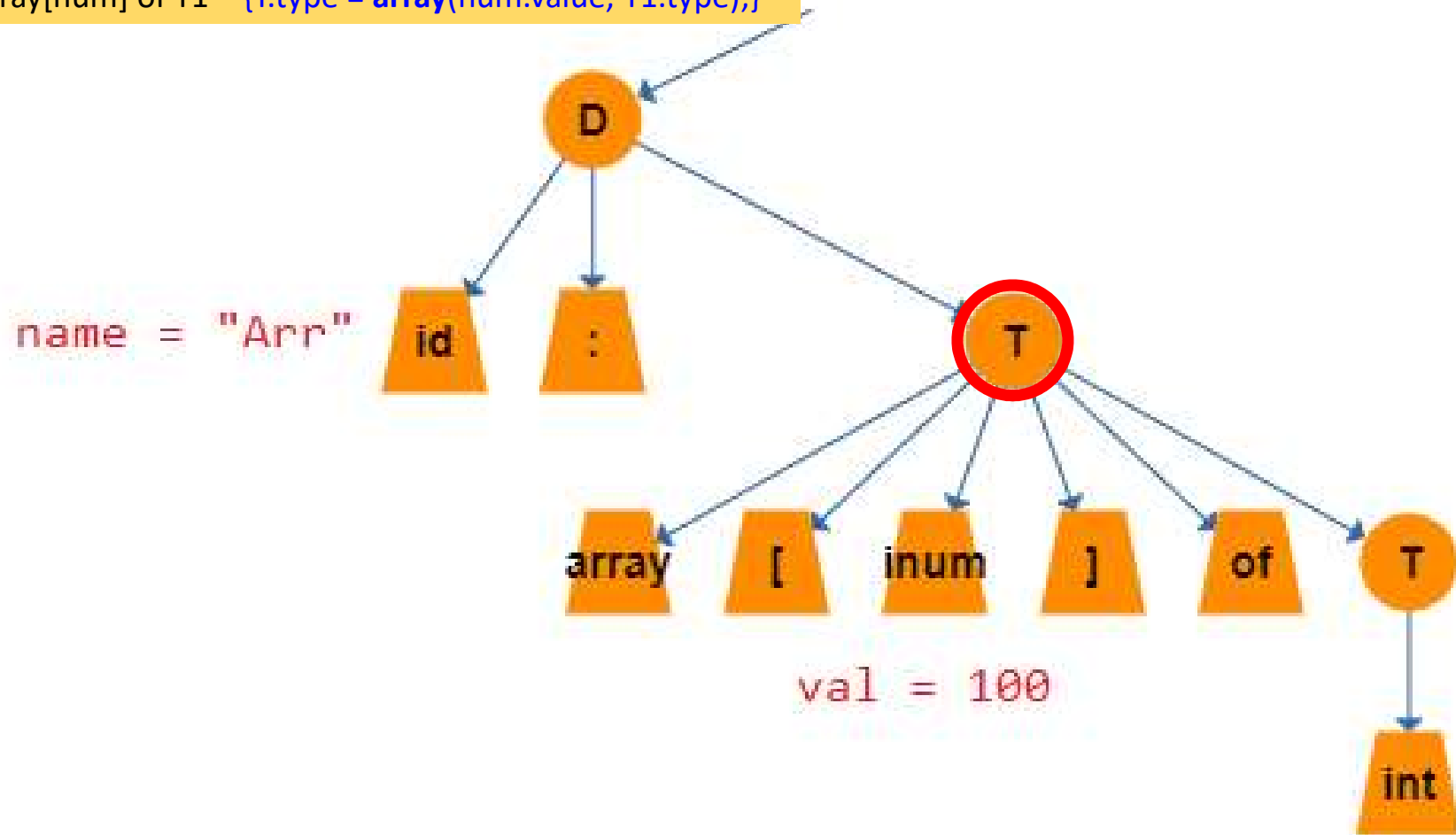
Arr[12 + xi] / 125



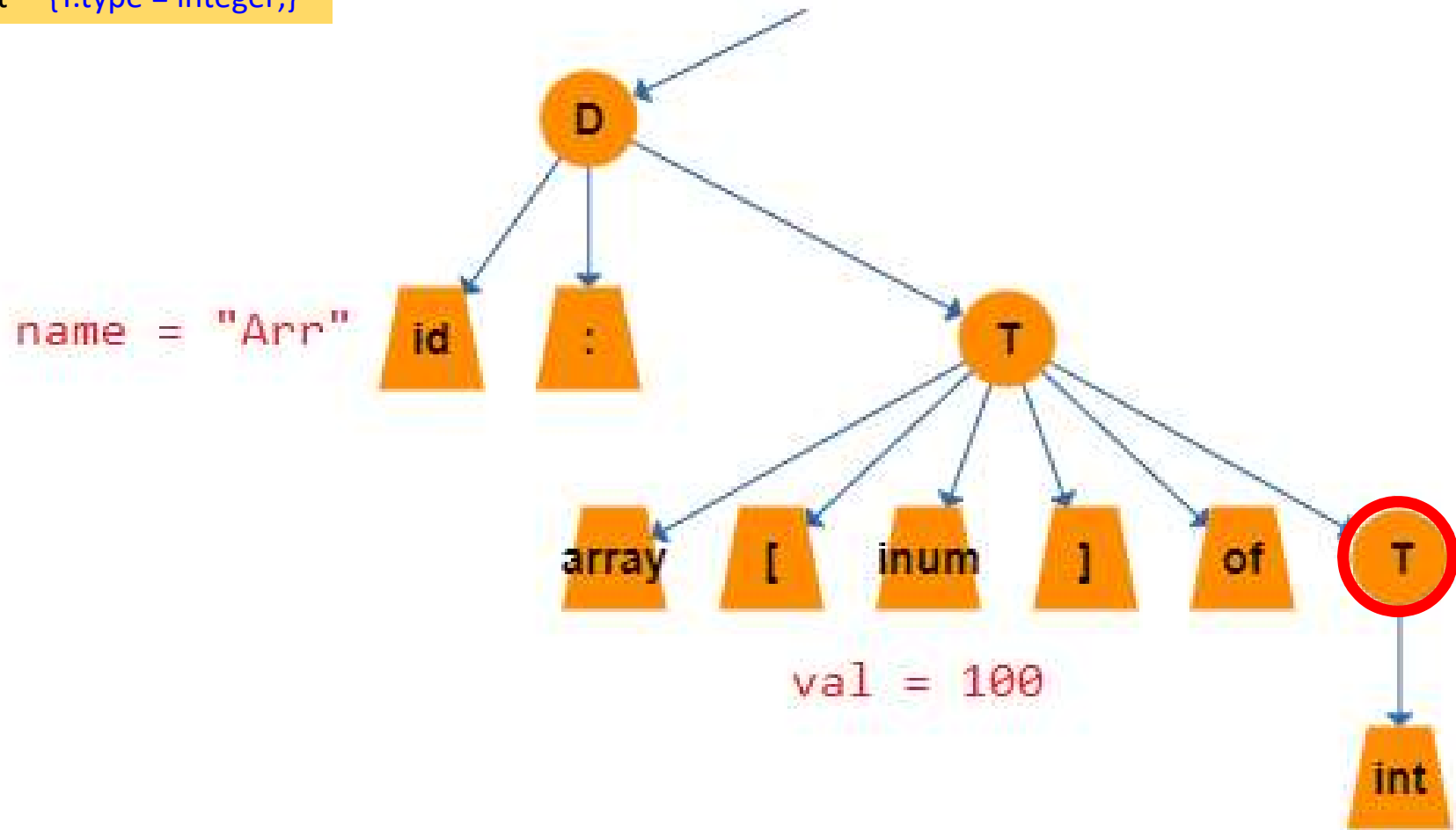
$D \rightarrow id: T$ {insert(id.name, T.type) }



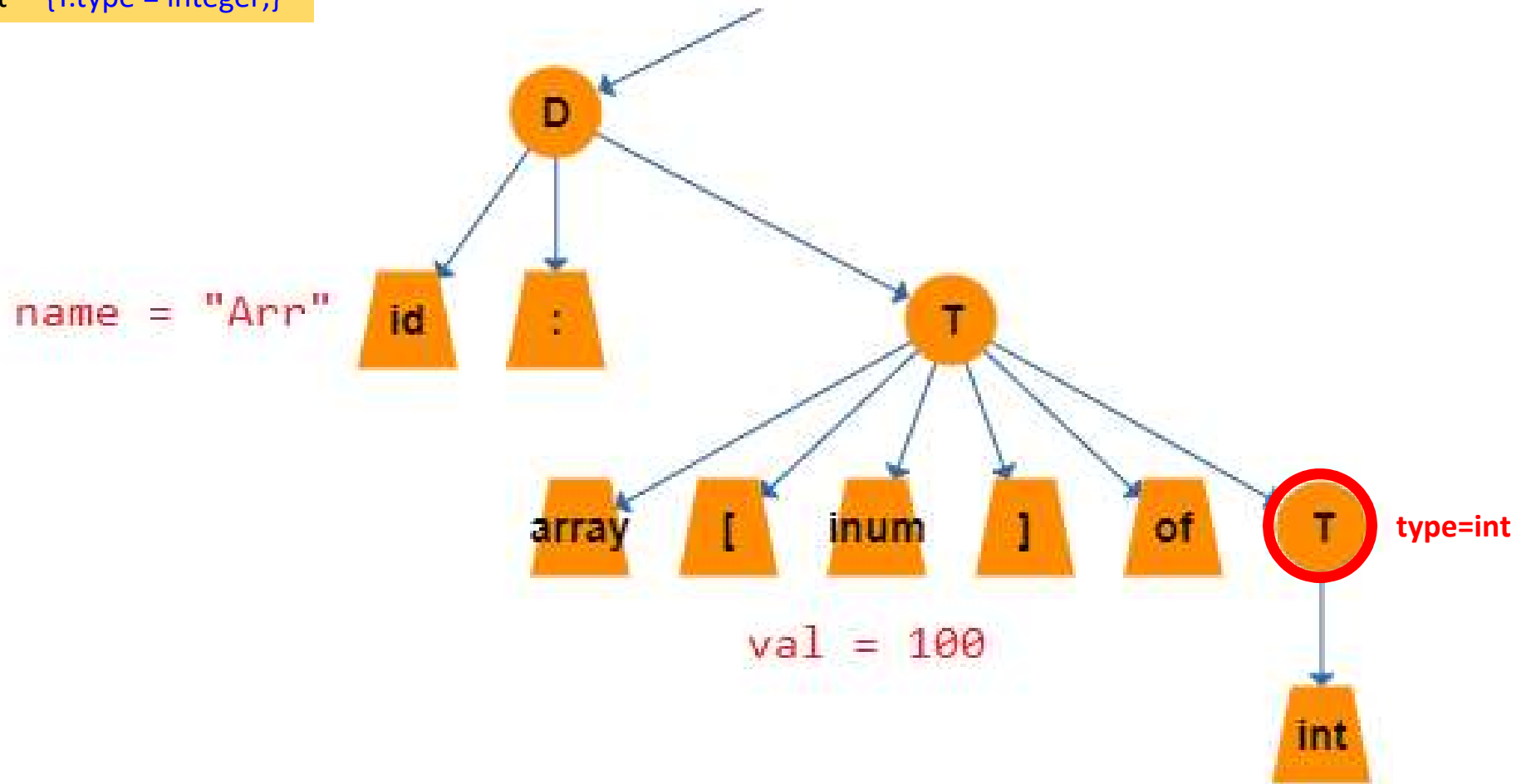
$T \rightarrow \text{array}[\text{num}] \text{ of } T1 \quad \{T.\text{type} = \text{array}(\text{num.value}, T1.\text{type});\}$



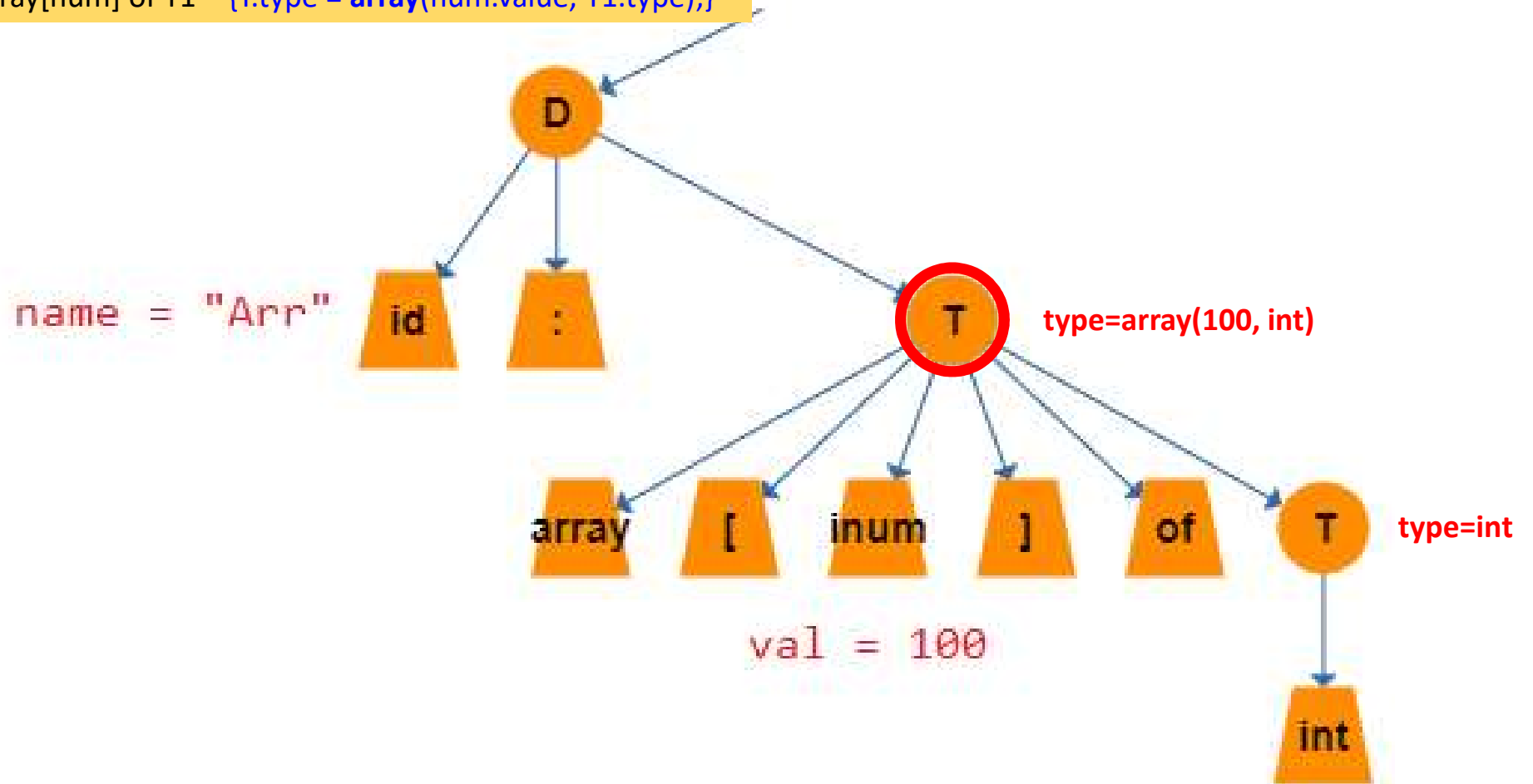
$T \rightarrow \text{int} \quad \{T.\text{type} = \text{integer};\}$



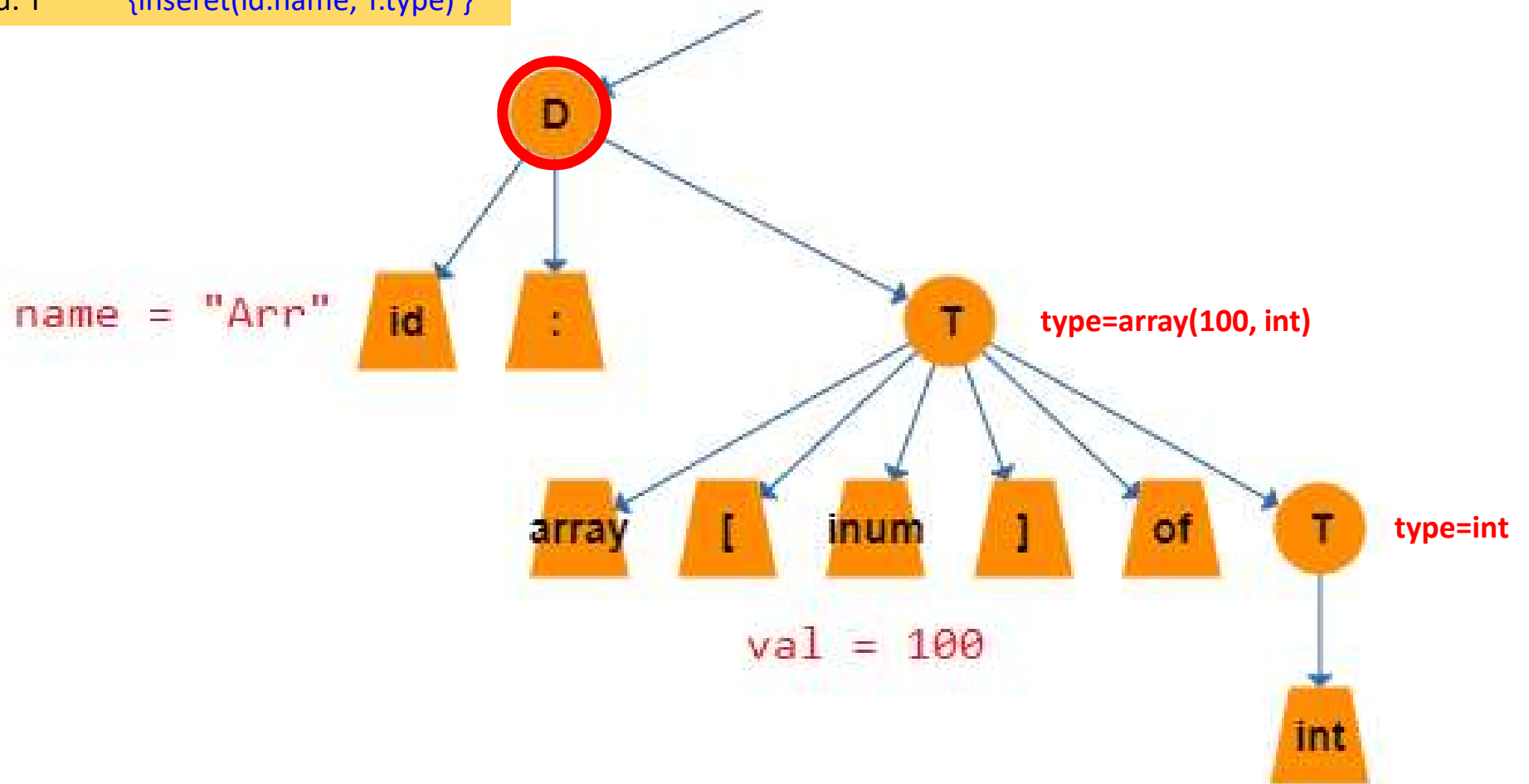
$T \rightarrow \text{int} \quad \{T.\text{type} = \text{integer};\}$



$T \rightarrow \text{array}[\text{num}] \text{ of } T1 \quad \{T.\text{type} = \text{array}(\text{num.value}, T1.\text{type});\}$

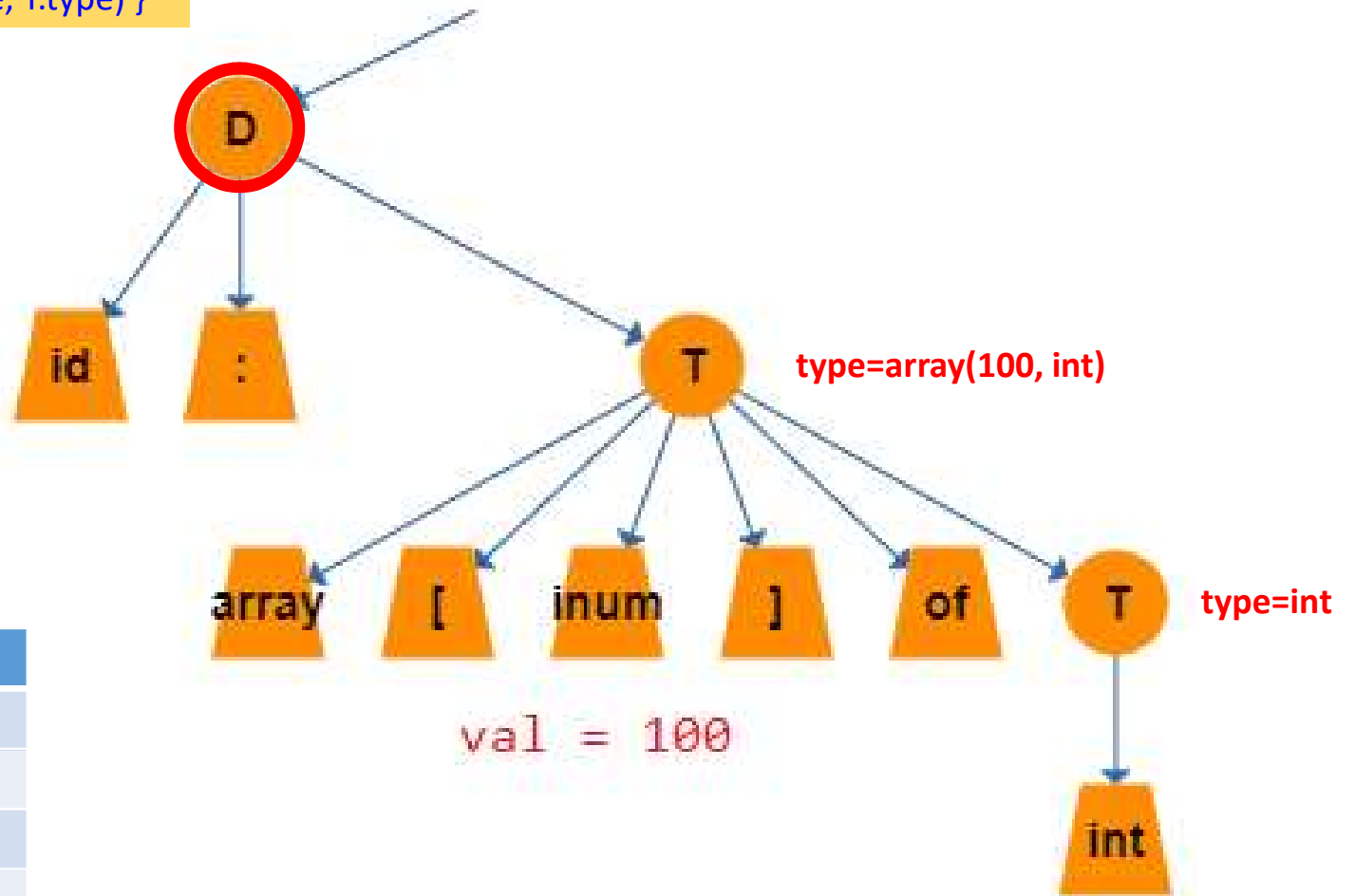


$D \rightarrow id: T$ {insert(id.name, T.type) }



D → id: T {insert(id.name, T.type) }

name = "Arr"



Arr	array(100,int)

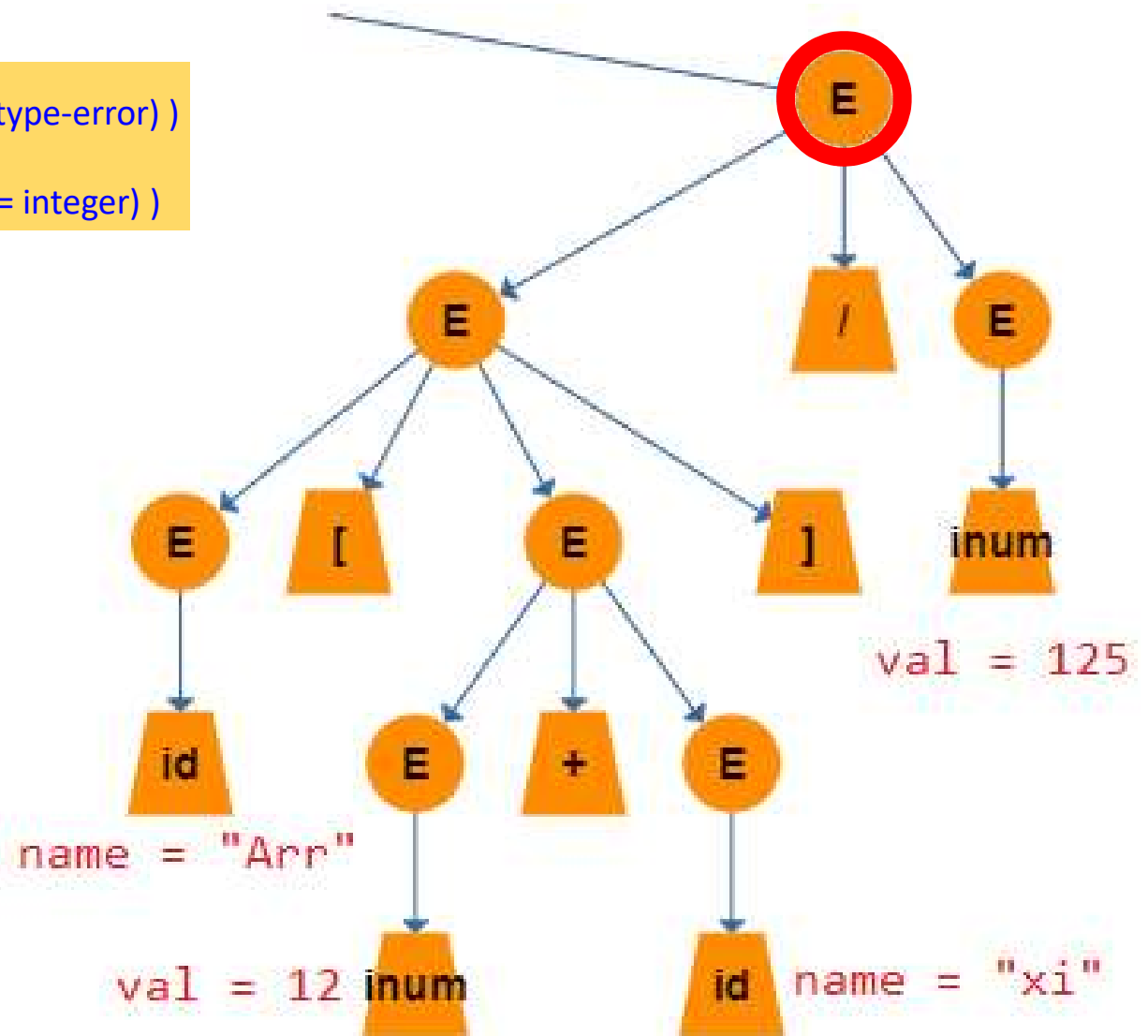
$E \rightarrow E1 / E2$

```

{E.type =
  if ( (E1.type == type-error) || (E2.type == type-error) )
    then type-error;
  elseif ( (E1.type == integer) && (E2.type == integer) )
    then integer; // div
  else
    real;
}

```

<i>Arr</i>	<i>array(100,int)</i>
<i>xi</i>	<i>int</i>
<i>rp</i>	<i>pointer(real)</i>
<i>r</i>	<i>real</i>

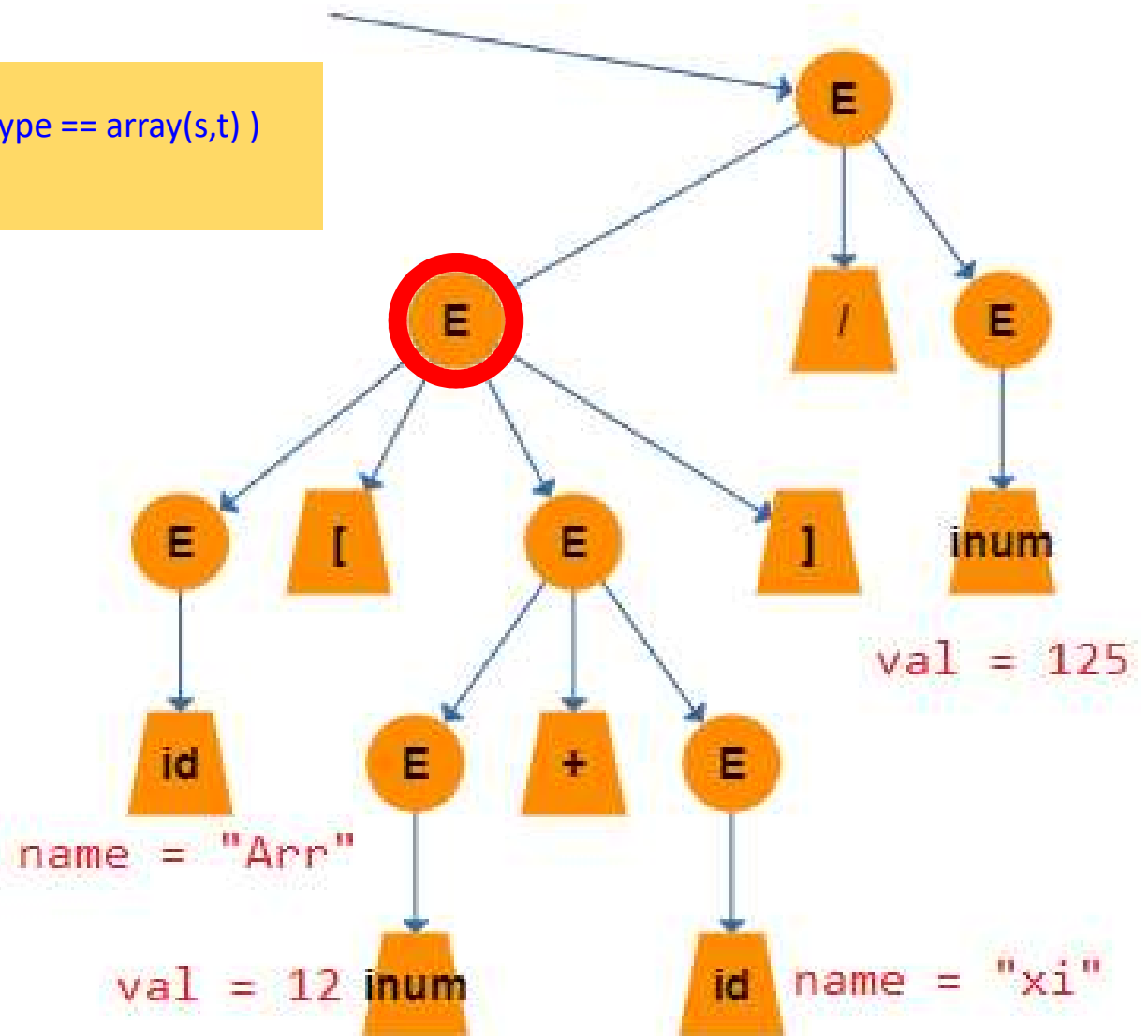


```

E → E1[ E2]
{ E.type =
  if ( (E2.type == integer) && (E1.type == array(s,t) )
    then t;
  else type-error;
}

```

<i>Arr</i>	<i>array(100,int)</i>
<i>xi</i>	<i>int</i>
<i>rp</i>	<i>pointer(real)</i>
<i>r</i>	<i>real</i>

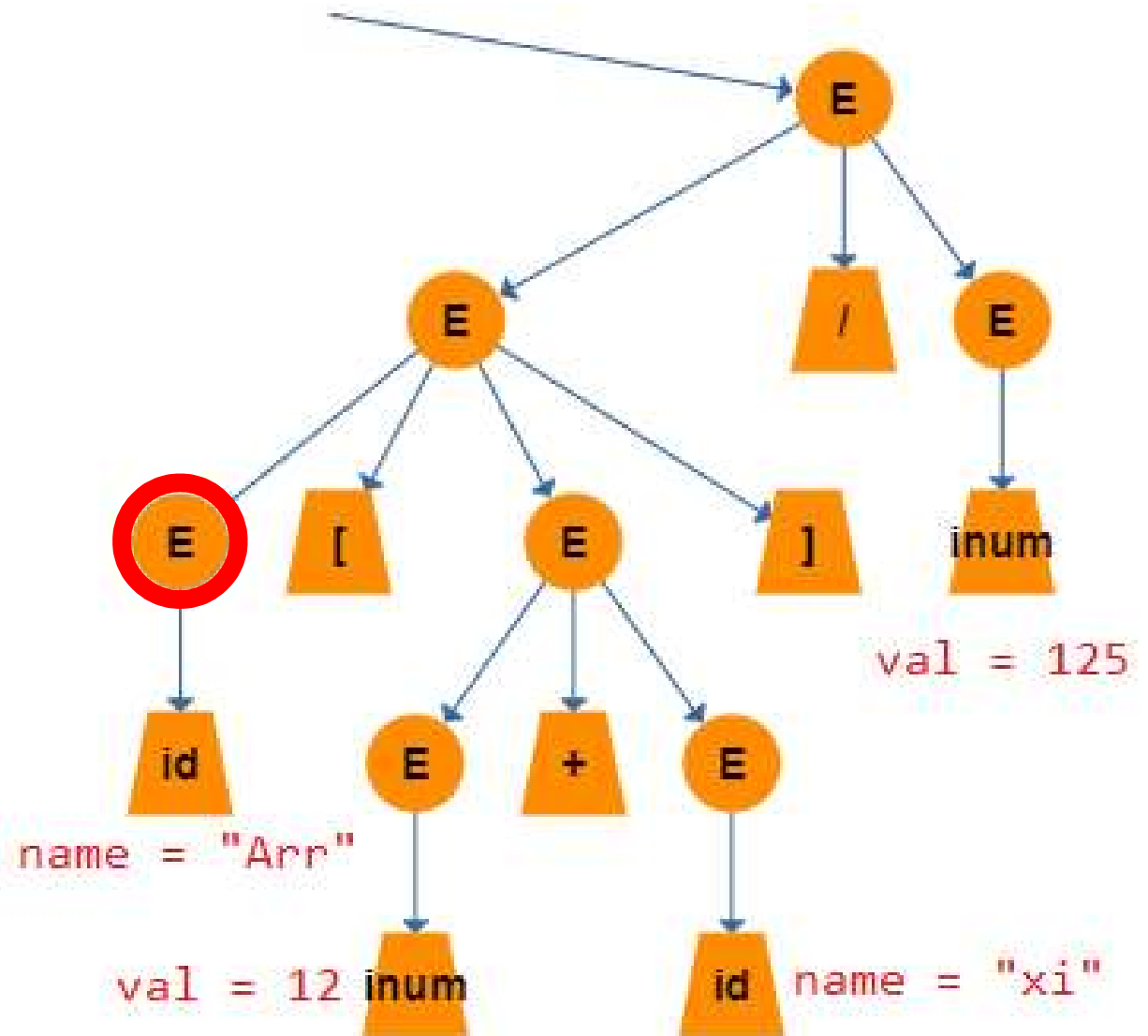


```

E → id
{ entry = find(id.name);
  E.type =
    if (entry == null)
      then type-error;
    else get_type(entry);
}

```

<i>Arr</i>	<i>array(100,int)</i>
<i>xi</i>	<i>int</i>
<i>rp</i>	<i>pointer(real)</i>
<i>r</i>	<i>real</i>



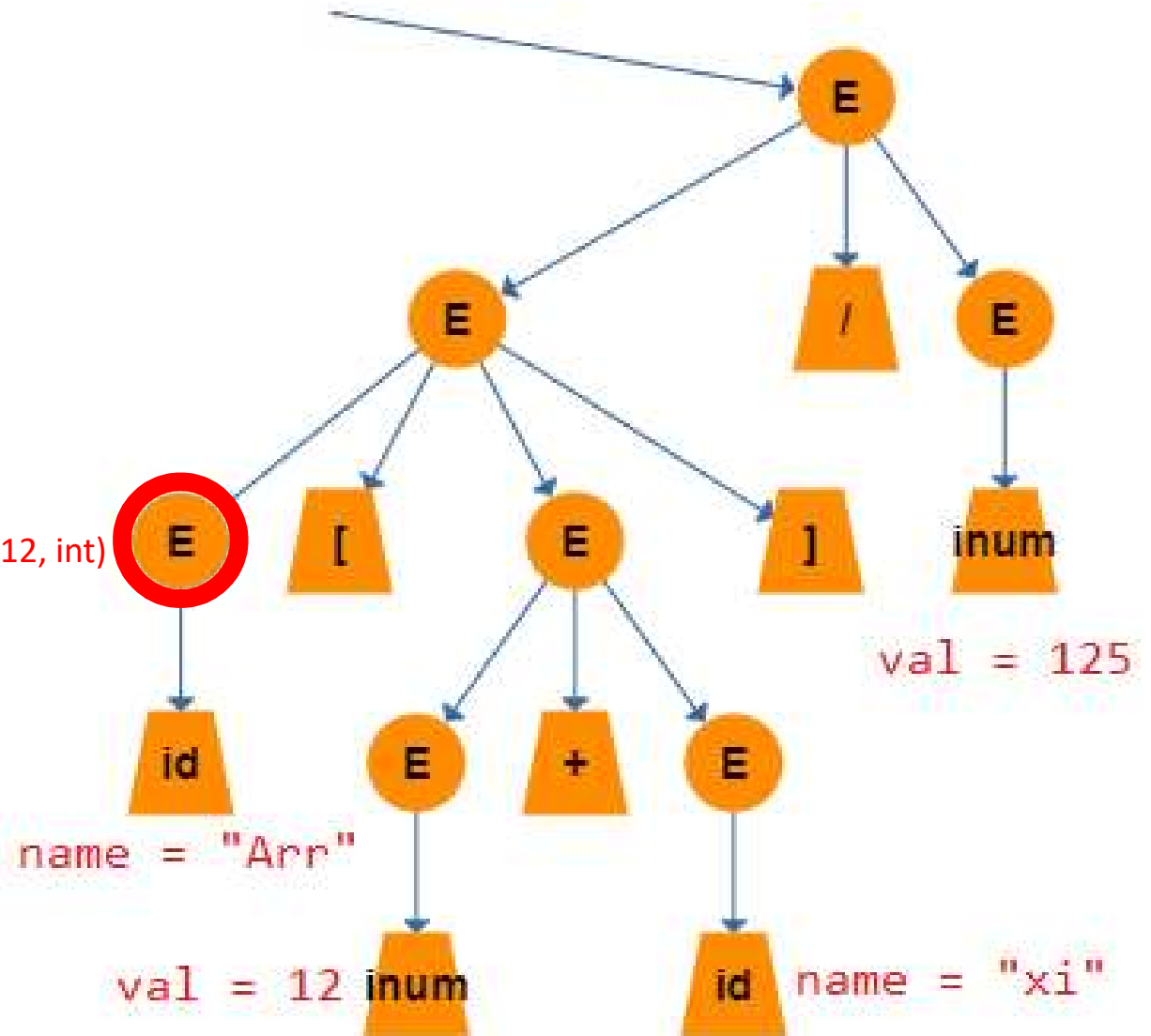
```

E → id
{ entry = find(id.name);
  E.type =
    if (entry == null)
      then type-error;
    else get_type(entry);
}

```

type = array(12, int)

Arr	array(100,int)
xi	int
rp	pointer(real)
r	real



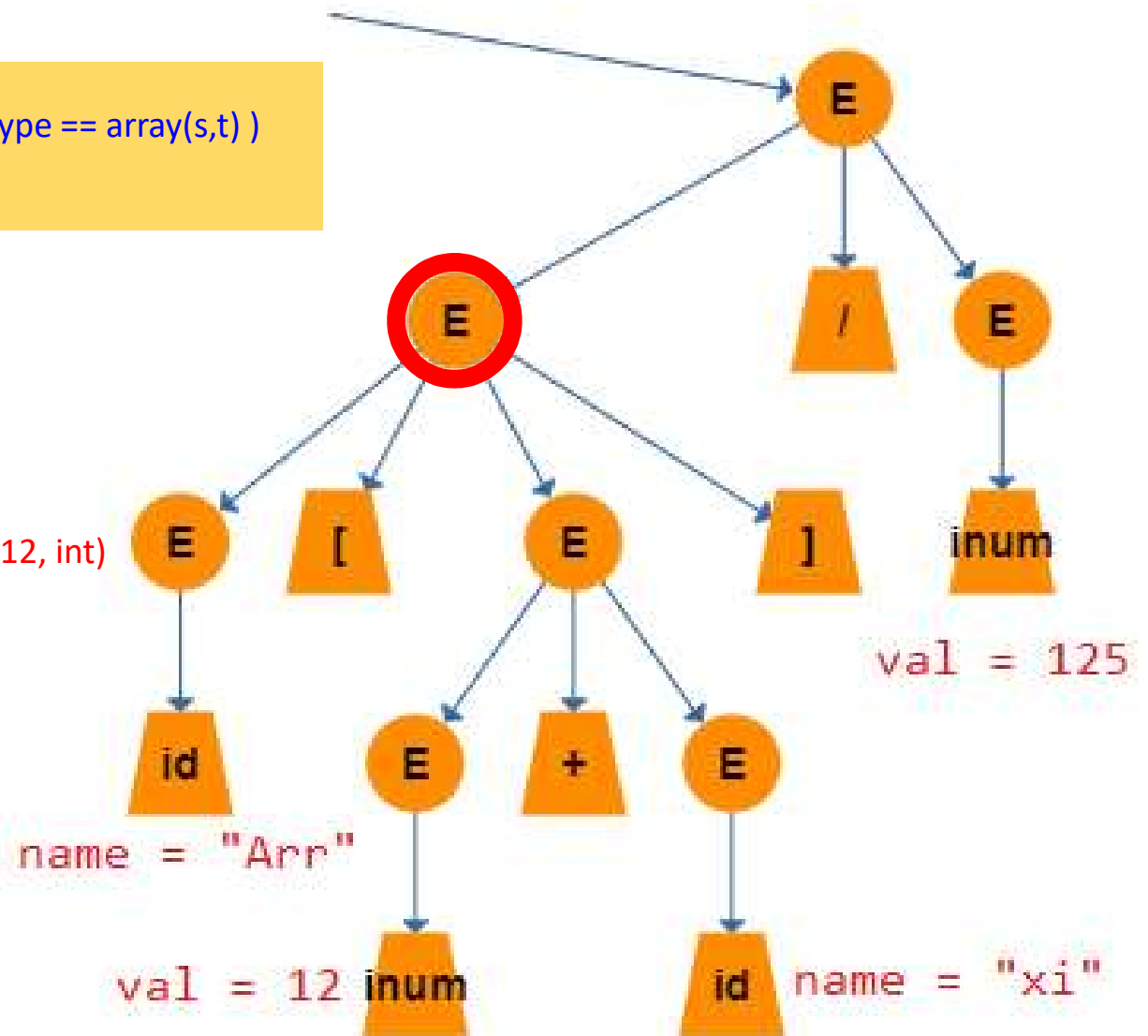
```

E → E1[ E2 ]
{ E.type =
  if ( (E2.type == integer) && (E1.type == array(s,t) )
    then t;
  else type-error;
}

```

type = array(12, int)

Arr	array(100,int)
xi	int
rp	pointer(real)
r	real



$E \rightarrow E1 + E2$

{E.type =

if ((E1.type == type-error) || (E2.type == type-error))
then type-error;

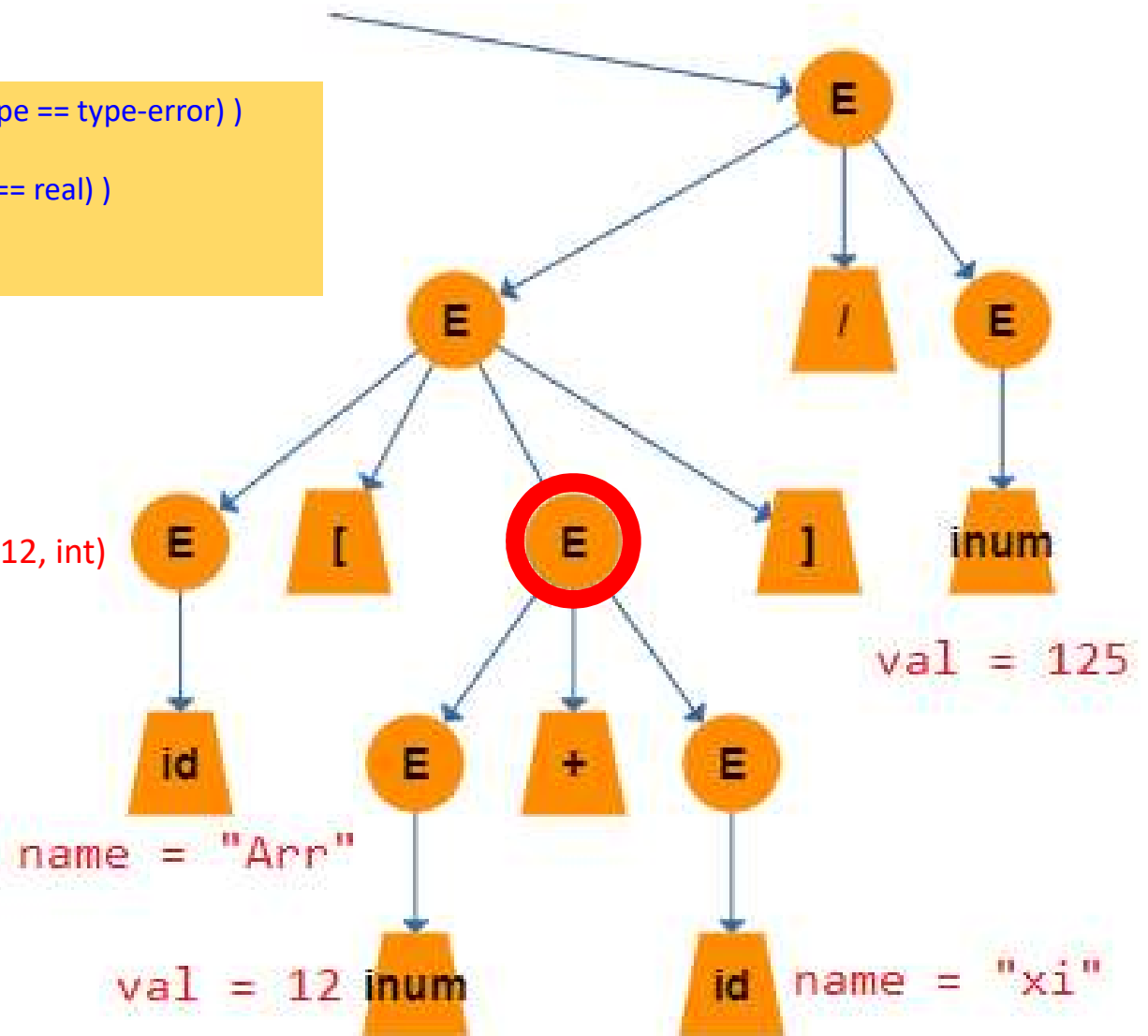
elseif ((E1.type == real) || (E2.type == real))
then real;

else
integer;

}

type = array(12, int)

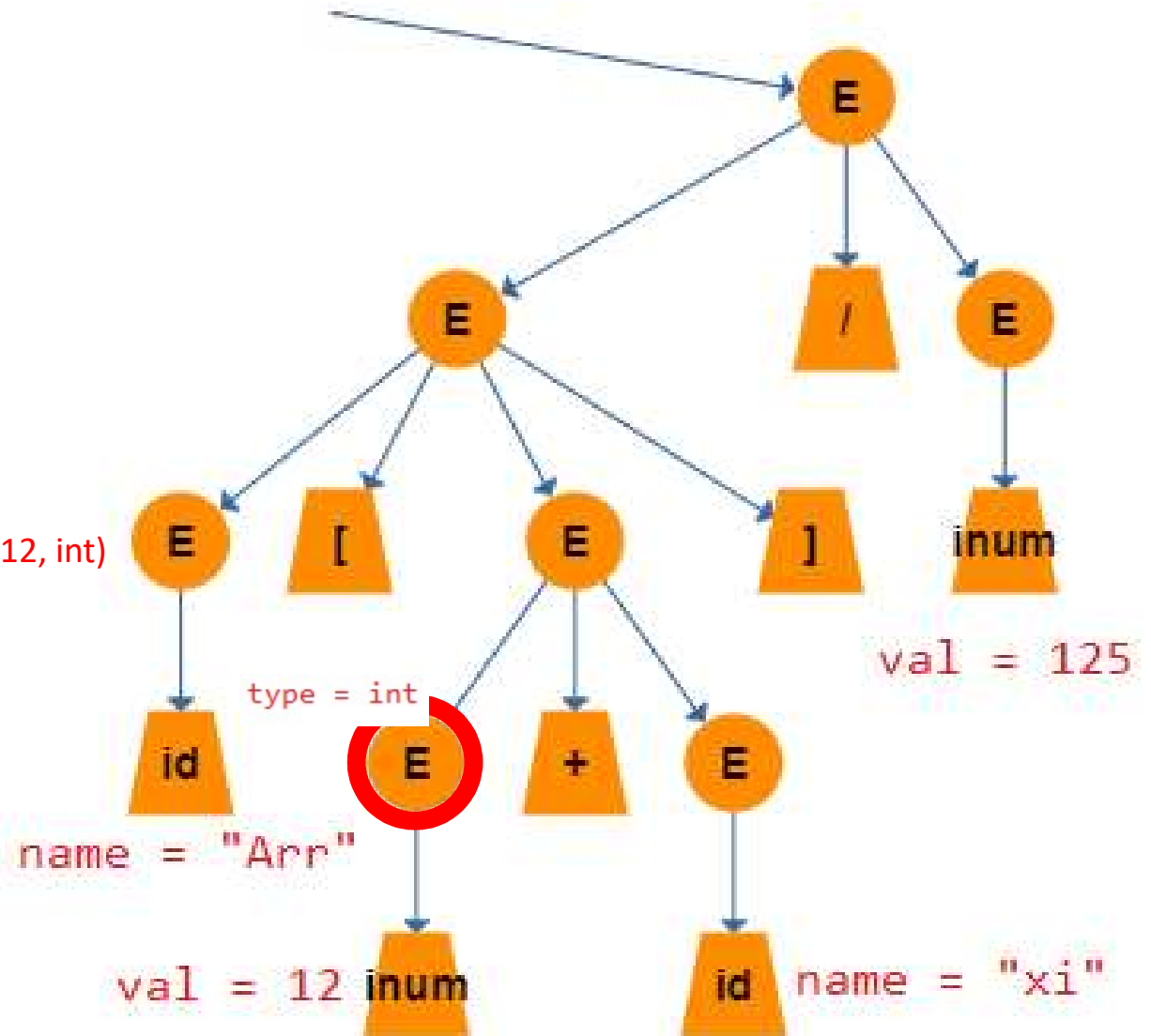
Arr	array(100,int)
xi	int
rp	pointer(real)
r	real



$E \rightarrow \text{int_num} \quad \{E.\text{type} = \text{integer};\}$

type = array(12, int)

Arr	array(100, int)
xi	int
rp	pointer(real)
r	real



$E \rightarrow E1 + E2$

{E.type =

if ((E1.type == type-error) || (E2.type == type-error))
then type-error;

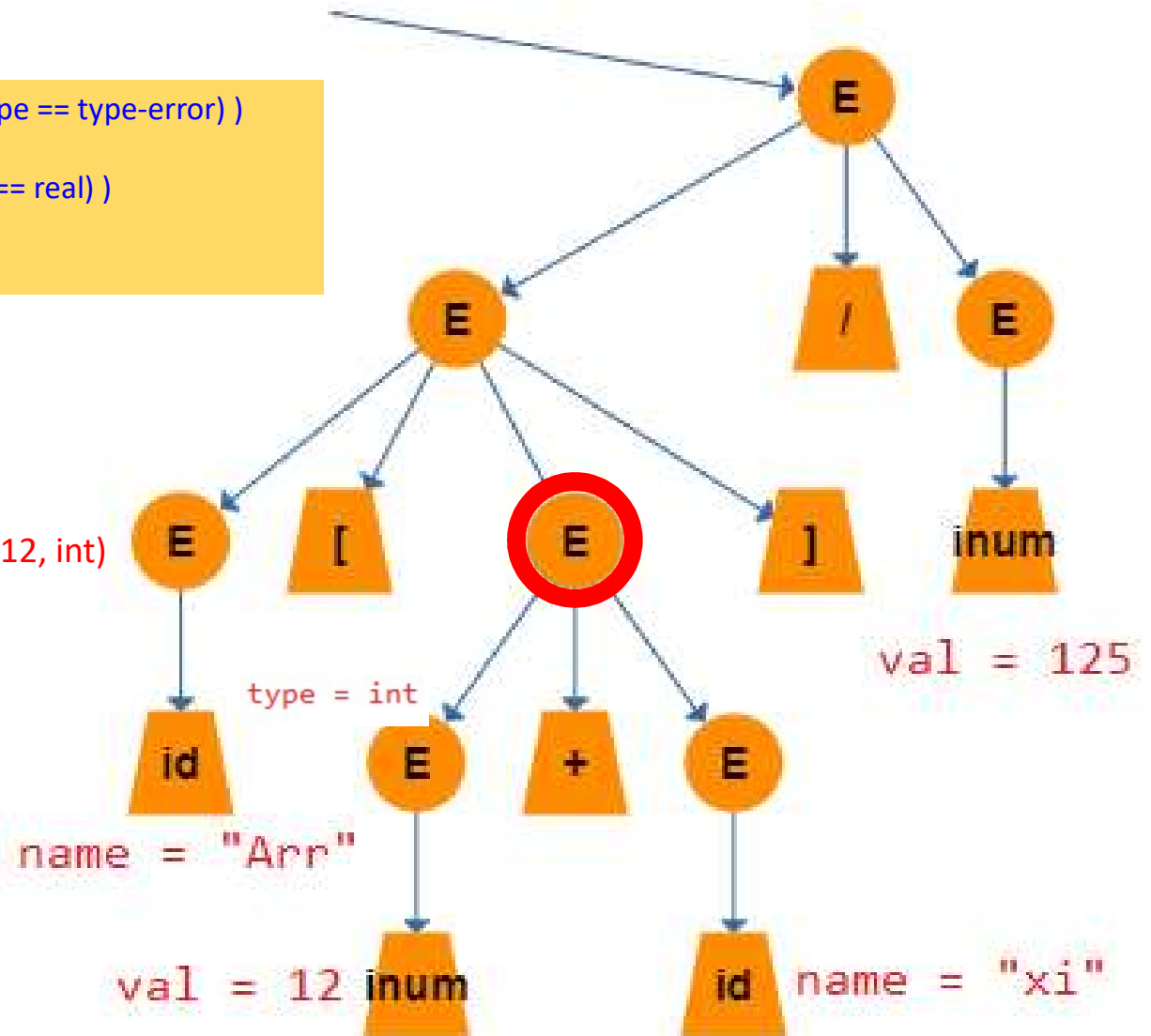
elseif ((E1.type == real) || (E2.type == real))
then real;

else
integer;

}

type = array(12, int)

Arr	array(100,int)
xi	int
rp	pointer(real)
r	real



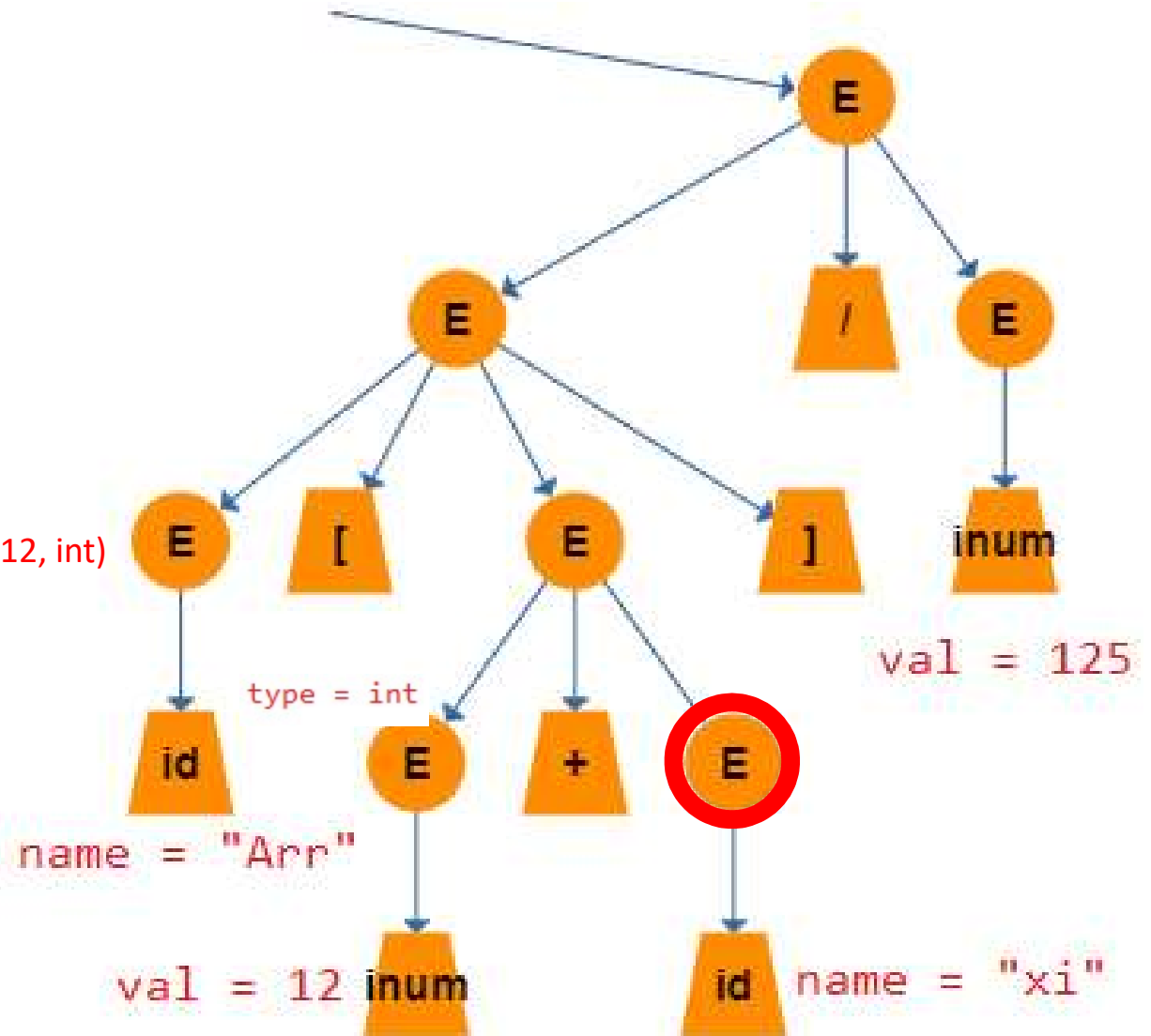
```

E → id
{ entry = find(id.name);
  E.type =
    if (entry == null)
      then type-error;
    else get_type(entry);
}

```

type = array(12, int)

Arr	array(100, int)
xi	int
rp	pointer(real)
r	real



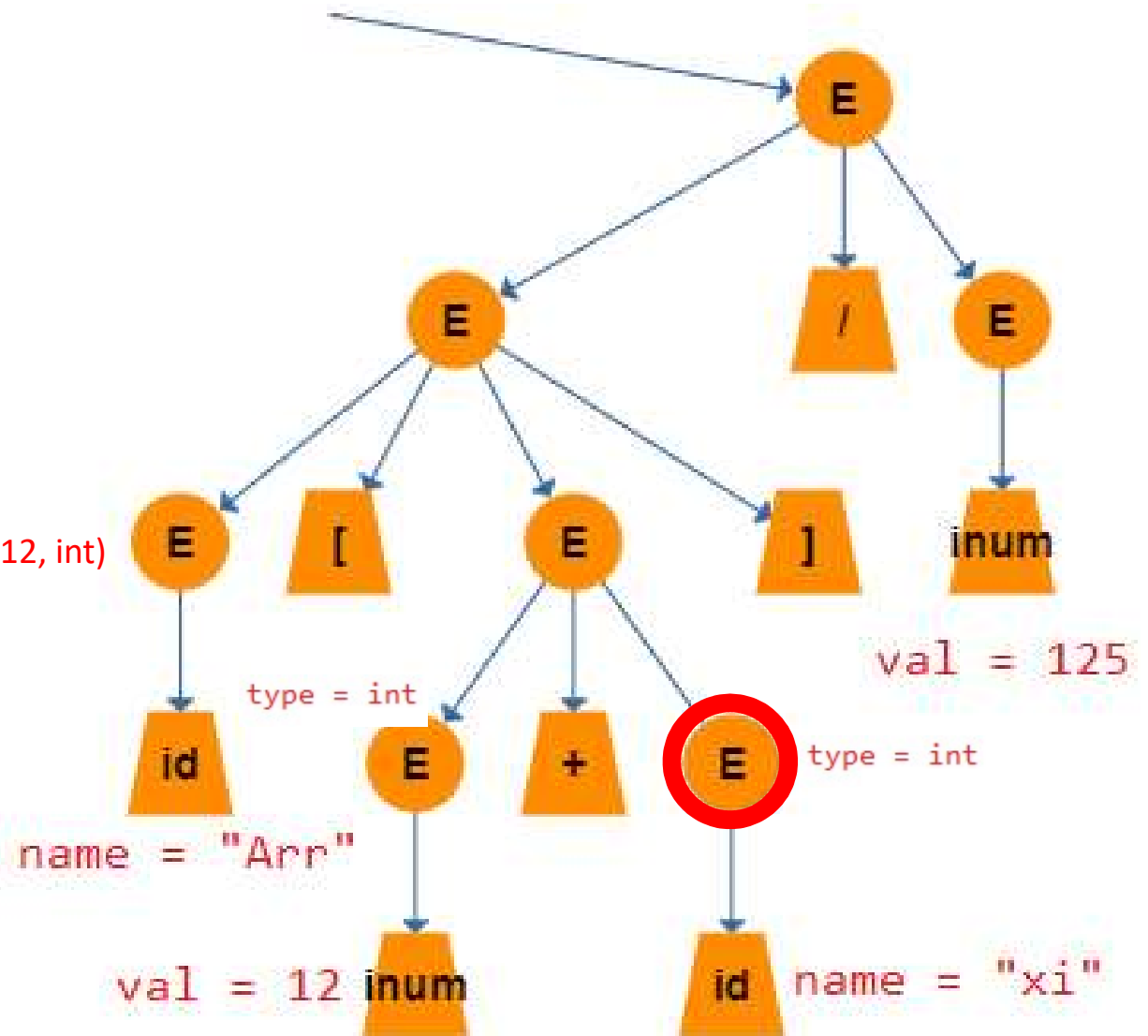
```

E → id
{ entry = find(id.name);
  E.type =
    if (entry == null)
      then type-error;
    else get_type(entry);
}

```

type = array(12, int)

Arr	array(100, int)
xi	int
rp	pointer(real)
r	real



$E \rightarrow E1 + E2$

{E.type =

if ((E1.type == type-error) || (E2.type == type-error))
then type-error;

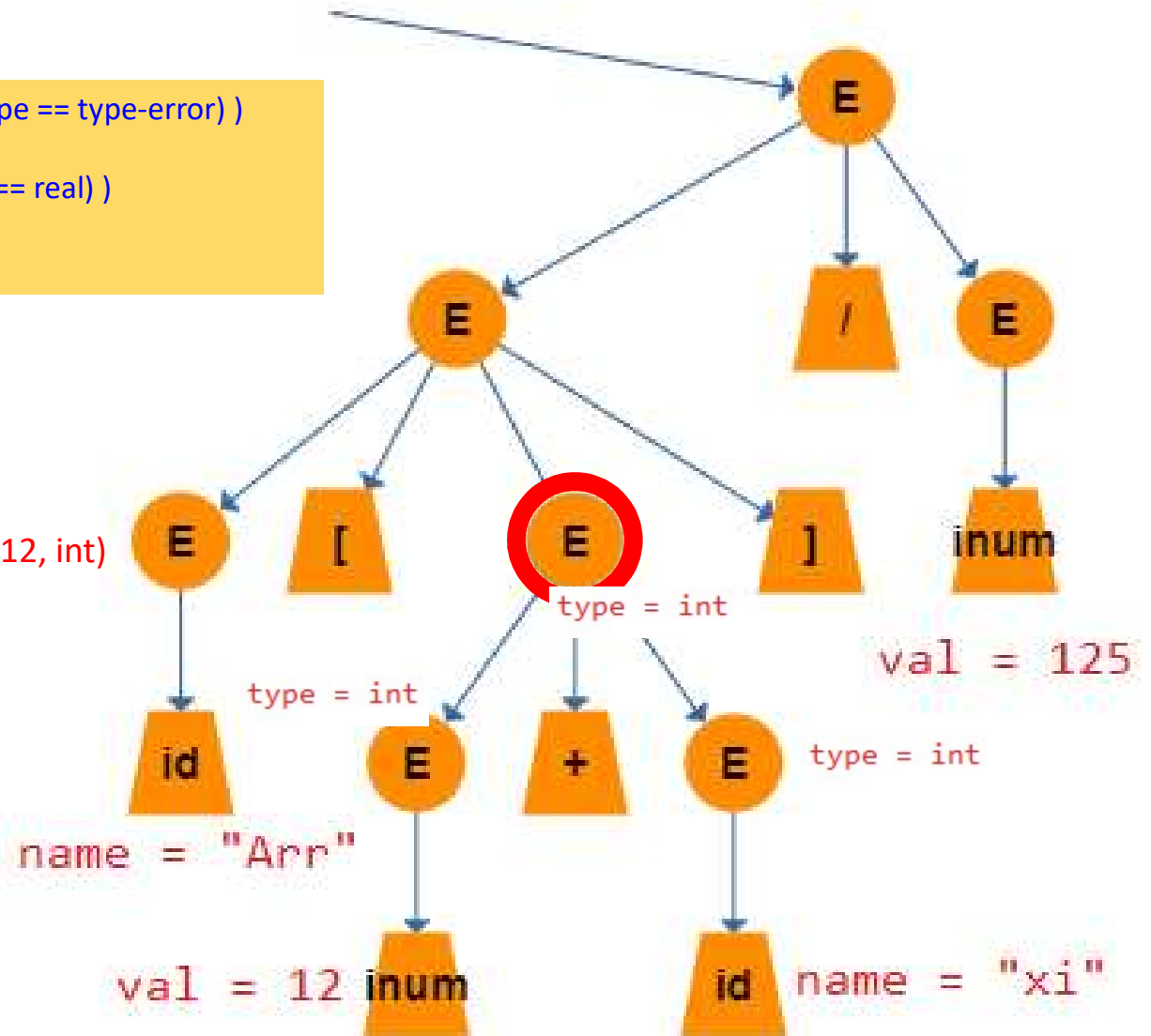
elseif ((E1.type == real) || (E2.type == real))
then real;

else
integer;

}

type = array(12, int)

Arr	array(100,int)
xi	int
rp	pointer(real)
r	real



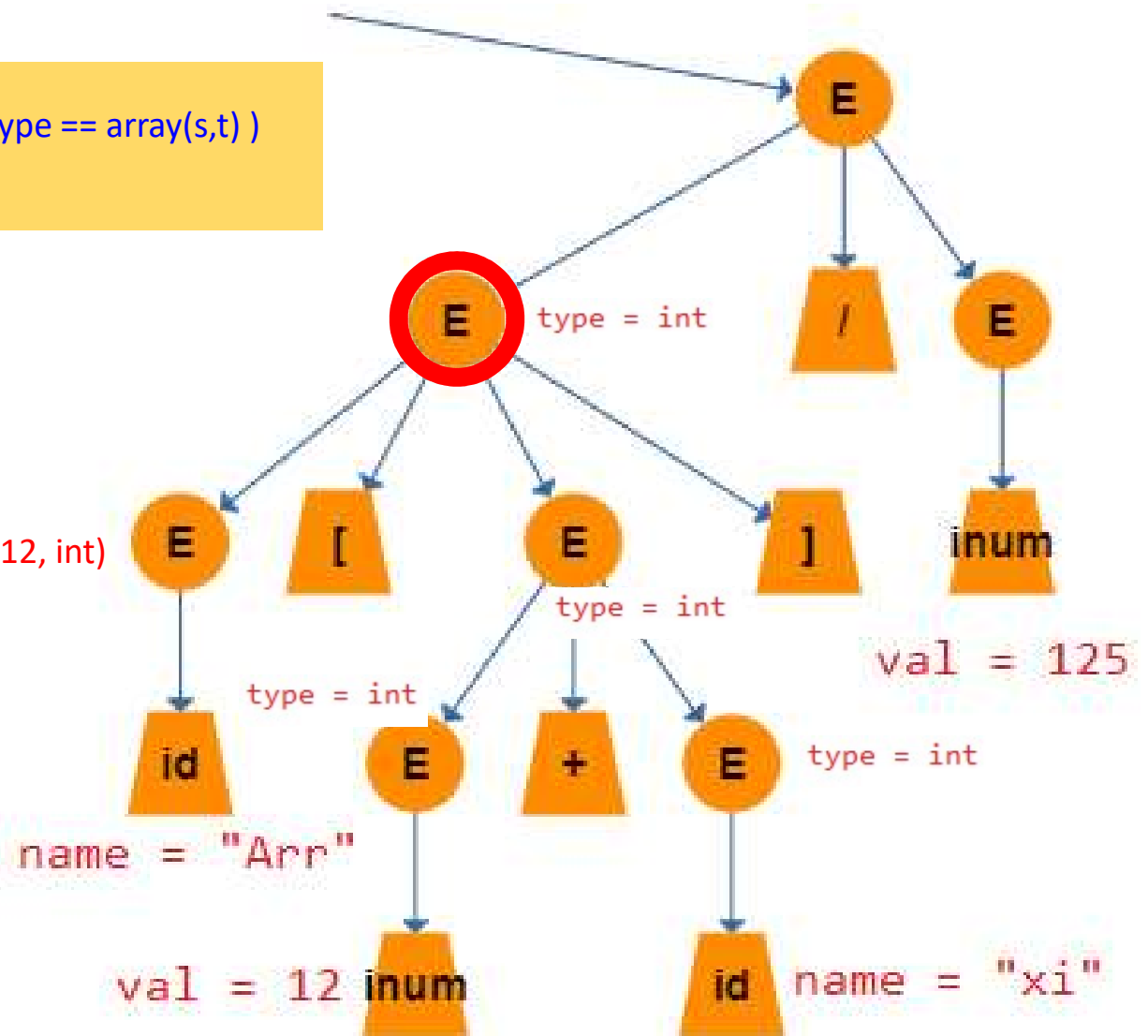
```

E → E1[ E2 ]
{ E.type =
  if ( (E2.type == integer) && (E1.type == array(s,t) )
    then t;
  else type-error;
}

```

type = array(12, int)

Arr	array(100,int)
xi	int
rp	pointer(real)
r	real



$E \rightarrow E1 / E2$

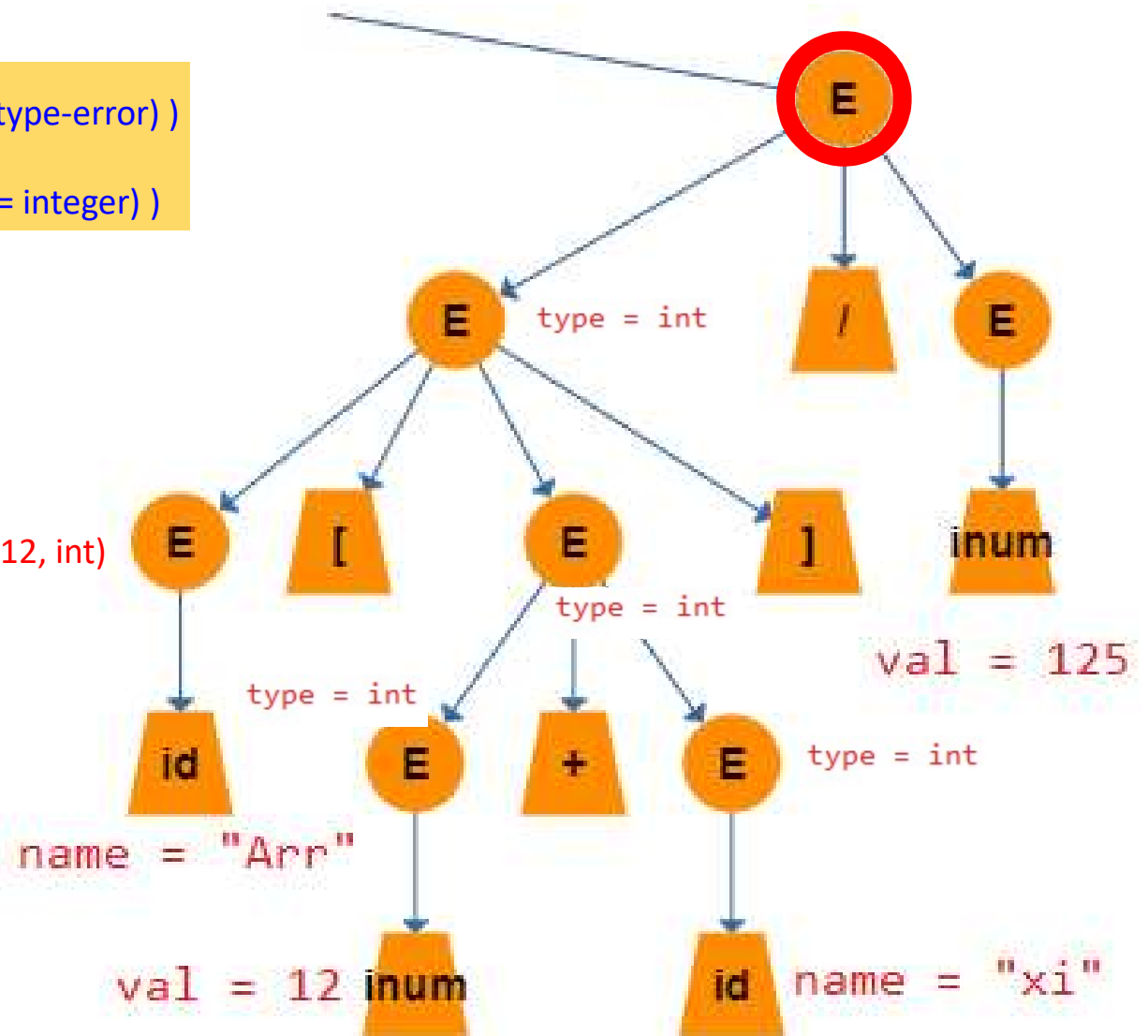
```

{E.type =
  if ( (E1.type == type-error) || (E2.type == type-error) )
    then type-error;
  elseif ( (E1.type == integer) && (E2.type == integer) )
    then integer;    // div
  else
    real;
}

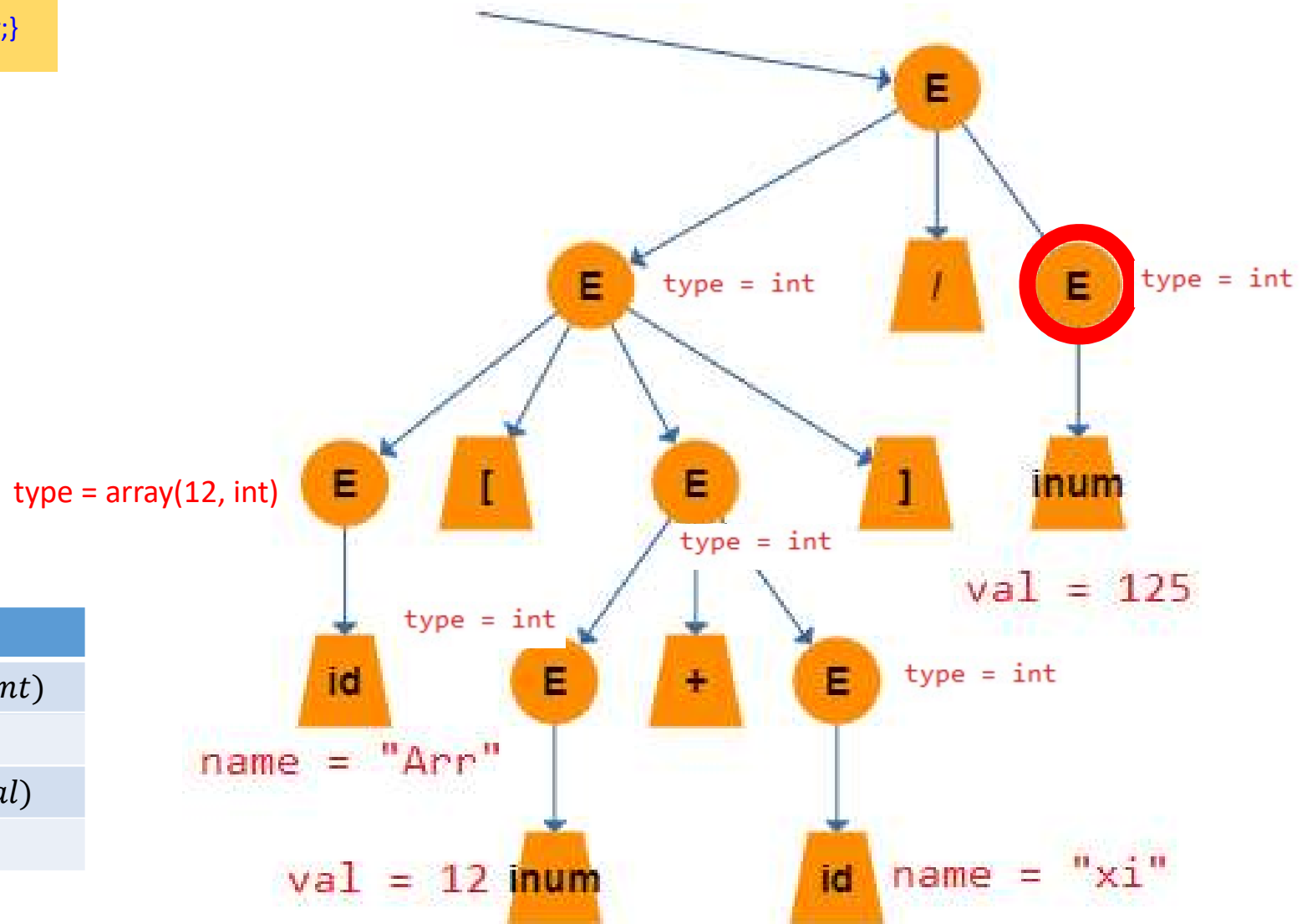
```

type = array(12, int)

Arr	array(100,int)
xi	int
rp	pointer(real)
r	real



$E \rightarrow \text{int_num} \quad \{E.\text{type} = \text{integer};\}$

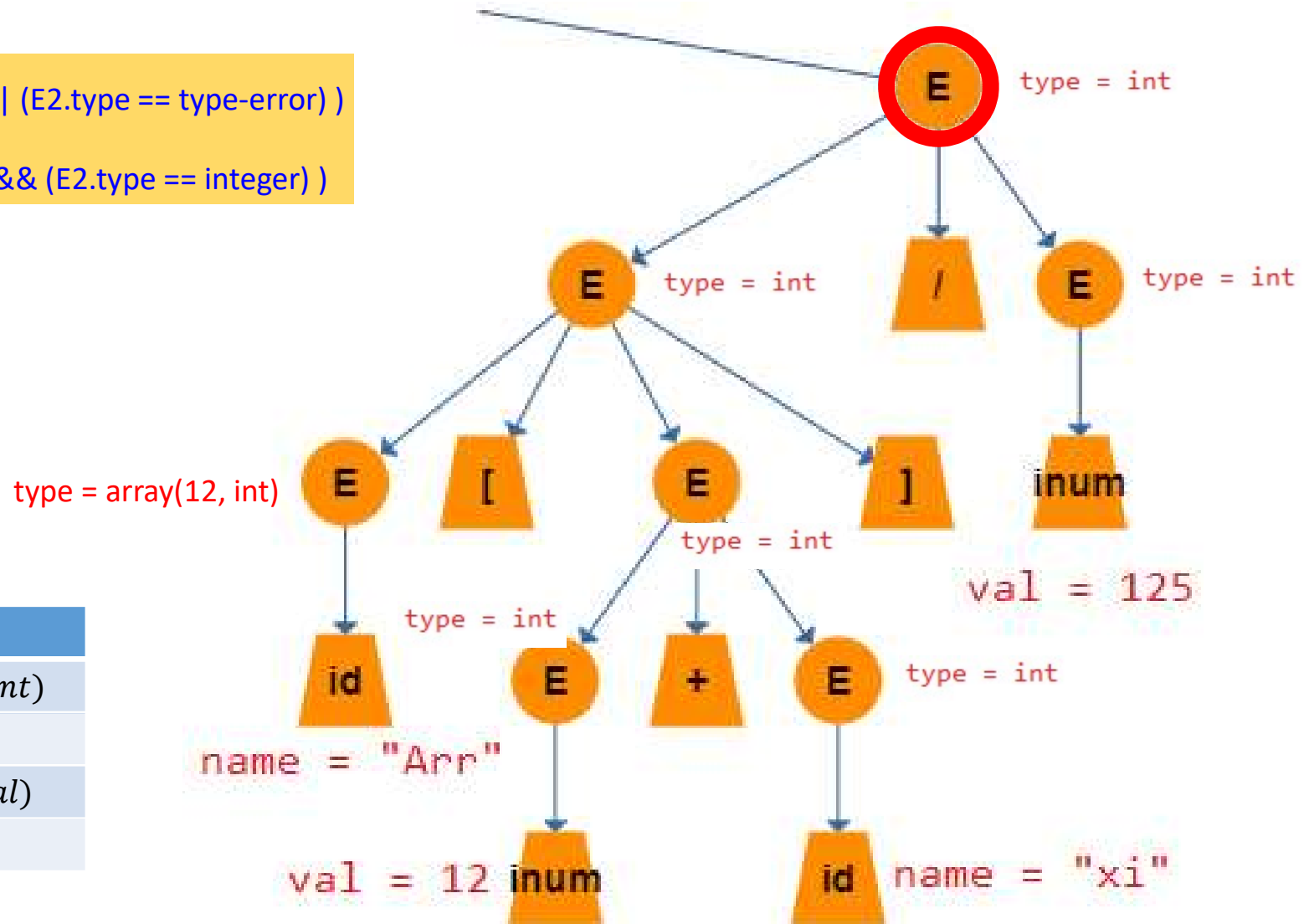


<i>Arr</i>	<i>array(100,int)</i>
<i>xi</i>	<i>int</i>
<i>rp</i>	<i>pointer(real)</i>
<i>r</i>	<i>real</i>

$$E \rightarrow E1 / E2$$

```
{E.type =  
  if ( (E1.type == type-error) || (E2.type == type-error) )  
    then type-error;  
  elseif ( (E1.type == integer) && (E2.type == integer) )  
    then integer;    // div  
  else  
    real;  
}
```

<i>Arr</i>	<i>array(100,int)</i>
<i>xi</i>	<i>int</i>
<i>rp</i>	<i>pointer(real)</i>
<i>r</i>	<i>real</i>

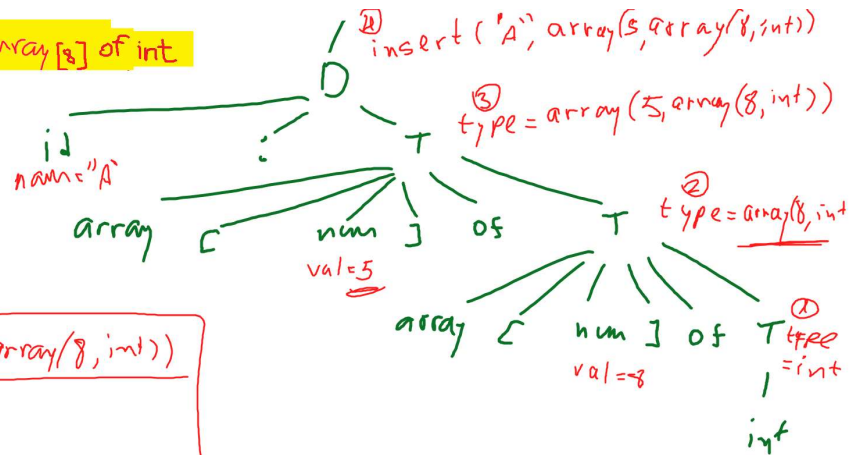


2xmgIT

A: array[5] of array[8] of int;

A[2][4]

A: array[5] of array[8] of int



"A"	array(5, array(8, int))

A[2][4]

