

Quads for intermediate code

In the following ops and other general location actions are either symbol table numbers or temporary registers. Results of math operators are always temporary registers.

Math Quads

add	op1	op2	result
sub	op1	op2	result
mult	op1	op2	result
div	op1	op2	result
mod	op1	op2	result
exp	op1	op2	result
and	op1	op2	result
or	op1	op2	result
not	op	blank	result
eq	op1	op2	result
neq	op1	op2	result
lt	op1	op2	result
gt	op1	op2	result
le	op1	op2	result
ge	op1	op2	result

I/O Quads

inint	blank	blank	st# of variable being read
outint	blank	blank	loc of object being output
inchar	blank	blank	st# of variable being read
outchar	blank	blank	loc of object being output
outstring	blank	blank	loc of object being output

Function Call Quads

procentry	st# of func	blank	blank
procexit	st# of func	blank	blank
startcall	st# of func	blank	temp reg for call
copyin	loc of object to copy	st# of input param	temp reg for call
copyout	st# of output param	reg to copy out to	temp reg for call
procjump	quad # of func entry	blank	temp reg for call

Other Quads

assign	loc of object to assigned	blank	quad # of target var
jump	blank	blank	quad # to jump to
jumpfalse	loc of boolean to test	blank	quad # to jump to
halt	blank	blank	blank