

```
1 #include "token.h"
2
3 #ifndef MCENV
4 #define MCENV
5 #define MAXREGS 8
6 #define MAXARGS 4
7
8 typedef struct tac TAC;
9 typedef struct frme FRME;
10
11 typedef struct clsure {
12     FRME* env;
13     TAC* code;
14     int processed;
15 } CLSURE;
16
17 typedef struct bnding {
18     TOKEN* name;
19     int type;
20     union {TOKEN* loc; CLSURE* clos;};
21     struct bnding* next;
22 } BNDING;
23
24 typedef struct frme {
25     BNDING* bindings;
26     int size;
27     int stack_pos;
28     struct frme* next;
29 }FRME;
30
31 TOKEN *lookup_loc(TOKEN*, FRME*);
32 TOKEN *assign_to_var(TOKEN*, FRME*,TOKEN*);
33 void declare_var(TOKEN*, FRME*);
34 int reg_in_use(int, FRME*);
35 void delete_constants(FRME*);
36 TOKEN* use_temp_reg(FRME *);
37 #endif
```