編譯器製作 Homework 2

Readme of Simple Java - Parser

Lex, Yacc 版本:

flex 2.6.4

bison (GNU Bison) 3.8.2

作業平台:

Ubuntu 22.04.2 LTS

執行方式:

\$ make all

\$./calc < test1.java

如何處理這份規格書上的問題:

1. Symbol Table Implementation

由於需要在 yacc 的階段才能判斷出此 identifier 是屬於 variable、method name 還是 class name·因此將 symbol table 移至 yacc 實作,並且將 symbol table 分為 variable table、function table 和 class table、來儲存不同型態的 identifier。

2. Syntactic Definitions

此部分於 Parser 的註解內說明。

3. Semantic Definition

必須檢查同一個 scope 內·不能宣告兩個相同的的變數·而 variable、method 和 class 的宣告是分開來檢查的·也就是說同一個 scope 內可以宣告各一個相同名稱的 variable 和 method。

為了判斷 scope 的範圍,我使用 variable scope、function scope 和 class scope 三個 array,分別記錄從 symbol table 的第幾個 element 開始是一個新的 scope,當離開一個 scope 時,會將 symbol table 中屬於此 scope 的 element 移除,並將 scope array 的最後一個 element 刪除。辨認此變數是否重複宣告的方法是檢查 symbol table 是否已存在位於此 scope 的 element,而 scope 的範圍則由 scope array 最後一個 element 得知。

4. Error and Recovery

Parser 在遇到沒有定義的 input 時,可使用 error 這個特殊的保留字 進行錯誤處理,error 會蒐集錯誤的 input,並使用 yyerror 將錯誤訊息印 出。但此方法只適用於語法錯誤,變數重複宣告或是使用到未宣告的變數等語意錯誤需要額外處理。

過程中遇到的問題:

1. 規格書相關問題

某些作業規格書上的文法會導致 shift/reduce conflict · 例如 simple statement 的文法中包含 name++和 name--·但在 factor 的文法中又出 現 identifier PostfixOp · 如此一來 ID ++就會同時符合兩種文法定義。

規格書上定義 method call 屬於一種 stamente · 但在 factor 中也有出現 mathod invocation 的文法 · 同樣會造成 shift/reduce conflict ·

格書上 test6.java 的輸出似乎有誤, line 17 呼叫了 z 這個 method,但先前並沒又定義 z 這個 method,只有宣告名稱為 z 的 variable · line 21 的 2 --也應該顯示語法錯誤,因此我在這部份補上 error message。

2. Java 可以先宣告 Object 後定義 Class

先將用來建立 object 的 class 名稱記錄在 array 中,每當離開一個 scope 時,檢查此 scope 是否有出現這些 class 的 definition。因此必須 處理完所有 input 才能確定 object 的建立是否合法。

測試檔執行結果:

test1.java

```
csel32@csel32-virtual-machine:~/Documents/Compiler/yacc$ ./calc < test1.java
line 1: /* Test file: Perfect test file
line 2: * Compute sum = 1 + 2 + ... + n
line 3: */
line 4: class sigma {
    line 5: // "final" should have const_expr
line 6: final int n = 10;
line 7: int sum , index;
line 8:
line 9: main ()
line 10: {
    line 11: index = 0;
line 12: sum = 0;
line 13: while (index <= n)
line 14: {
    line 15: sum = sum + index;
line 16: index = index + 1;
line 17: }
line 18: print ( sum );
line 19: }
line 20: }</pre>
```

test2.java

```
cse132@cse132-virtual-machine:~/Documents/Compiler/yacc$ ./calc < test2.java
line 1: /*Test file: Duplicate declare variable in the same scope*/
line 2: class Point
line 3: {
line 4: static int counter ;
line 5: int x , y ;
line 6: /*Duplicate declare x*/
*******Line 7: 'x' is a duplicate identifier*****
line 7: int x ;
line 8: void clear ( )
line 9: {
line 10: x = 0 ;
line 11: y = 0 ;
line 12: }
line 13: }</pre>
```

test3.java

```
cse132@cse132-virtual-machine:~/Documents/Compiler/yacc$ ./calc < test3.java
line 1: /*Test file of Syntax errer: Out of symbol. But it can go through*/
line 2: class Point {
line 3: int z;

******Line 4: 1st char 12 has unexpected ID, expecting COMMA or SEMI*****
line 4: int x y;
line 5: /*Need ',' before y*/
line 6: float w;
line 7: }
line 8: class Test {
line 9: int d;
line 10: Point p = new Point ()
line 11: /*Need ';' at EOL*/

*******Line 12: 1st char 8 has unexpected INT, expecting SEMI*****
line 12: int w , q;
line 13: }</pre>
```

test4.java

```
cse132@cse132-virtual-machine:~/Documents/Compiler/yacc$ ./calc < test4.java</pre>
line 1: /*Test file: Duplicate declaration in different scope and same scope*/
line 2: class Point
line 3: {
line 4: int x , y ;
line 5: int p;
line 6: boolean test ( )
line 7: {
line 8: /*Another x, but in different scopes*/
line 9: int x;
line 10: /*Another x in the same scope*/
 ******Line 11: 'x' is a duplicate identifier*****
line 11: char x ;
line 12: {
line 13: boolean w ;
line 14: }
line 15: /*Another w in the same scope*/
line 16: int w ;
line 17:
line 18:
line 19: class Test
line 20: {
line 21: /*Another p, but in different scopes*/
line 22: Point p = new Point ( );
line 23: }
```

test5.java

```
csel32@csel32-virtual-machine:~/Documents/Compiler/yacc$ ./calc < test5.java
line 1: class test5 {
line 2: int add ( int a1 , int a2 ) {
line 3: return ( a1 + a2 ) ;
line
       4: }
line 5: void main ( ) {
line 6: int x , y , z ;
line 7: for ( int i = 0 ; i < 2 ; i ++ ) {
line 8: if ( i == 0 ) {
line 9: //----ELSE WITHOUT IF
*****Line 10: 1st char 21 has unexpected ELSE*****
line 10: else
line 11: i = 1;
line 12: }
line 13: for ( x = 0 ; x < 5 ; x ++ ) {
line 14: y ++ ;
line 15: //-----FUNCTION CALL
line 16: x = add (x, y);

******Line 17: 'z' hasn't been declared yet*****

line 17: x = z (x, y);
line 18:
line 19:
line 20: print ( "x:" + x + "y:" + y );

******Line 21: 1st char 33 has unexpected DSUB, expecting SEMI or ADD or SUB******
line 21: z = ( x + y ) * 5 / 2 -- - y;
line 22:
line 23: }
line 24:
line 25: /* this is a comment // line// with some /* /*and
line 26: // delimiters */
```

test6.java

```
csel32@csel32-virtual-machine:~/Documents/Compiler/yacc$ ./calc < test6.java</pre>
line 1: class test6 {
line 2: void sum ( ) {
line 3: //-----NEVER USED
line 4: int sumxyz = x + y + z ;
line 5: }
line 6: void main ( ) {
line 7: //----ARRAY
line 8: int [] i = new int [ 1 ];
line 9: for ( i [ 0 ] = 0 ; i [ 0 ] < 5 ; i [ 0 ] ++ )
line 10: i [ 0 ] ++ ;
line 11:
line 12: //-----NEW CLASS
line 13: Point lowerLeft = new Point ( ) ;
line 14:
line 15: //-----ERROR CONDITION
******Line 16: 1st char 16 has unexpected MUL******
line 16: while ( * * / a ++ ) {
line 17: print ( "error!!" ) ;
line 18: }
line 19: //-----CLASS DECLARE
line 20: class Point {
line 21: int x , y , z ;
line 22:
line 23:
line 24:
line 25: }
```