# Lab 4

COEN 175 Compilers

#### Overview For Lab 4

#### Goal

- Create a symbol table

#### **Submission**

- Submit a tarball of your cpps and make files in folder called phase3
- Due Date: Sunday February 6th

### Main Objectives for the entire phase

- \* You will be given a working solution for phase 2
- Modify your parser
- Write a checker
- Make Symbol, Scope, and Type Classes

#### Goals for this week

- 1. Scope checking in parser.cpp
- 2. Create openScope() and closeScope() in checker.cpp/.h
- 3. Modify parser.cpp to pass information between functions
- 4. Write identifier() and number() functions that returns the identifier name and number respectively after matching
- 5. Make your Type class (from information provided in class)
- 6. Create the remainder of checker functions

#### 1. Printing scopes

cout in parser for every time scopes are opened or closed

```
Open Scope
                                     struct myStruct {
                                         int x;
Open Scope
                                         int y;
Close Scope
                                         int z;
Open Scope
Open Scope
                                     int c;
Close Scope
                                     int myFunc(int a, char b) {
Close Scope
                                             (a == b)
                                             a + b;
Close Scope
```

#### 2. Writing checker.cpp/.h

- In lab:
  - openScope()
  - closeScope()
- cout open/close scope
- Before next lab (put in appropriate place in parser.cpp):
  - declareFunc()
  - defineFunc()
  - declareVariable()
  - checkIfStructure()
  - checkID()
- cout "name: type" for declare/define functions
- remove the cout from part 1

## 3. Modifying parser

- Return value from specifier()
- Pass in value into declarator()
- Return value from pointers()
- Given in class

# 4. identifier() and number()

- Code provided in class
- Matches ID and number respectively
- Returns appropriate value

## 5. Making your Type Class

- Should store the following
  - What the specifier type is (array, callback, error, function, or scalar)
  - How much indirection there is
  - If an array, note the length
  - If a function, parameter information
- Overload the == and != operators for equality checking
- Overload the ostream operator <<</li>
- Print out in declare functions using the overloaded operator to test
- Type class was written in lecture

#### Tips

- A lot of code is/will be provided in class
- You should include boolean functions to check for each type
- Parameter information can be a list of Types
- identifier() should replace all instances of match(ID)
- number() will be used for declaring arrays
- Don't forget to change all instances of your modified functions in parser to include a parameter or save the return value
- Example .out files are in /scratch/coen175/phase3\_1/
- READ THE SEMANTIC RULES CAREFULLY