

```

#include <stdlib.h>
#include <iostream.h>
#include <fstream.h>
#include <string.h>
#include <math.h> //can get rid of this if change Is_In_Range() in Pass_One()
#include "Table.h"
#include "Pass_One.h"
#include "Pass_Two.h"

void main(int argc, char *argv[], char *envp[] )
{
    if (argc < 5)
    {
        cerr << "\nUsage: Compiler <source_file> <intermediate_file> <object_file>
        <listing_file>\n";
        exit(1);
    }

    //declare and open file streams

    ifstream source;
    ofstream intermediate;
    ofstream obj;
    ofstream listing;

    source.open(argv[1]);
    intermediate.open(argv[2]);
    obj.open(argv[3]);
    listing.open(argv[4]);

    //create tables

    Table literal_table(50);
    Table symbol_table(100);
    ENT_Table ent_table(50);
    Table ext_table(50);
    int location_counter = 0;

    Pass_One(source, intermediate, listing, location_counter, symbol_table, literal_table,
    ent_table, ext_table);
    source.close();
    source.open(argv[1]);
    intermediate.close();
    ifstream middlein;
    middlein.open(argv[2]);
    Pass_Two(source, middlein, obj, listing, symbol_table, literal_table, ent_table,
    ext_table);
    cout << "Object file created successfully.\n";
    exit(1);
}

```