

10-0: Classes

- simpleJava classes are equivalent to C structs

```

class myclass {
    int x;
    int y;
    boolean z;
}

struct mystruct {
    int x;
    int y;
    int z;
}

```

- What do we need to add to simpleJava classes to make them true objects?

10-1: Adding Methods to Classes

- To extend simpleJava to be a true object oriented language, classes will need methods.
- New definition of classes:

```

class <classname> {
    <List of instance variable declarations,
    method prototypes, &
    method definitions>
}

```

- As in regular Java, instance variable declarations & method definitions can be interleaved.

10-2: Adding Methods to Classes

```

class Point {
    int xpos;
    int ypos;
    Point(int x, int y) {
        xpos = x;
        ypos = y;
    }
    int getX() {
        return xpos;
    }
    int getY() {
        return ypos;
    }
    void setX(int x) {
        xpos = x;
    }
    void setY(int y) {
        ypos = y;
    }
}

```

10-3: Adding Methods to Classes

```

class Rectangle {
    Point lowerleftpt;
    Point upperrightpt;

    Rectangle(Point lowerleft, Point upperright) {
        lowerleftpt = lowerleft;
        upperrightpt = upperright;
    }
    int length() {
        return upperrightpt.getX() - lowerleftpt.getX();
    }
    int height() {
        return upperrightpt.getY() - lowerleftpt.getY();
    }
    int area() {
        return length() * height();
    }
}

```

10-4: “This” local variable

- All methods have an implicit “this” local variable, a pointer to the data block of the class
- Original version:

```
Point(int x, int y) {
    xpos = x;
    ypos = y;
}
```

- Alternate version:

```
Point(int x, int y) {
    this.xpos = x;
    this.ypos = y;
}
```

10-5: Compiler Changes for Methods

- Modify Abstract Syntax Tree
 - Classes will need function environments
 - “This” pointer defined for methods
- Modify Abstract Assembly Generator
 - Maintain the “this” pointer

10-6: Modifications to AST

- What changes are necessary to the AST to add methods to classes?
 - Which tree nodes need to be changed?
 - How should they be modified?

10-7: Modifications to AST

- ASTClass: contain prototypes and method definitions as well as instance variable declarations
 - Add abstract class ASTClassElem
 - ASTMethod, ASTMethodPrototype, ASTInstanceVarDef would be subclasses
- What would .jj file look like?

10-8: Changes to .jj file

```
void classdef() :
{
{
<CLASS> <IDENTIFIER>
<LBRACE> classElems() <RBRACE>
}
}

void classElems() :
{
{
(classElem())*
}
}

void classElem() :
{
{
<IDENTIFIER> <IDENTIFIER>
(((<LBRACK> <RBRACK>)* <SEMICOLON>) |
(<LPAREN> formals() <RPAREN>) (<SEMICOLON> | <LBRACE> statements() <RBRACE>))
}
}
```

10-9: **Modifications to AST**

- Change AST to allow method calls

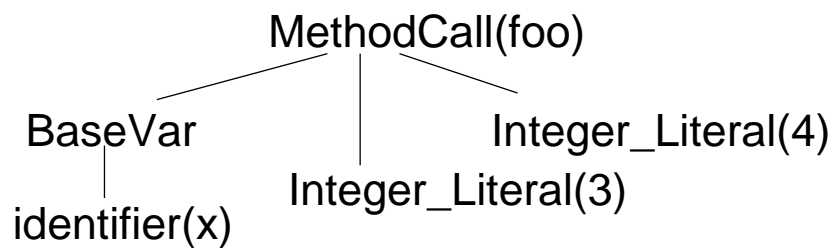
```
x.y.foo()
z[3].y[4].bar(x.foo())
```

10-10: **Modifications to AST**

- x.foo(3,4)

10-11: **Modifications to AST**

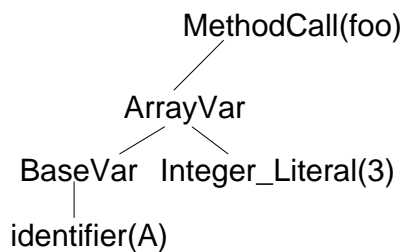
- x.foo(3,4)

10-12: **Modifications to AST**

- A[3].foo()

10-13: **Modifications to AST**

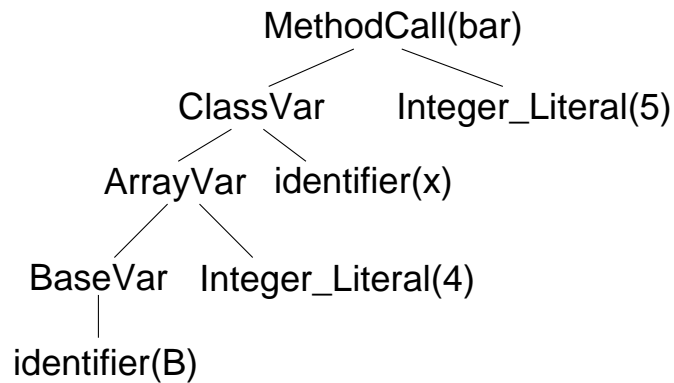
- A[3].foo()

10-14: **Modifications to AST**

- B[4].x.foo(5)

10-15: **Modifications to AST**

- B[4].x.foo(5)



10-16: Modifications to AST

- Constructors have slightly different syntax than other functions

```

class Integer {

    int data;

    Integer(int value) {
        data = value;
    }

    int intValue() {
        return data;
    }
}
  
```

10-17: Modifications to AST

- For the constructor

```

Integer(int value) {
    data = value;
}
  
```

- Create the abstract syntax

```

Integer Integer(int value) {
    data = value;
    return this;
}
  
```

10-18: Modifications to AST

```

Integer(int value) {
    data = value;
}
  
```

- Create the abstract syntax

```
Integer Integer(int value) {
    data = value;
    return this;
}
```

- When will this not work?

10-19: Modifications to AST

- Constructors
 - AST needs to be modified to allow constructors to take input parameters

10-20: Changes in Semantic Analysis

- Without methods, the internal representation of a class contains a only a variable environment
- How should this change if we add methods to classes?

10-21: Changes in Semantic Analysis

- Add Function Environment to to the internal representation of class types

```
class Integer {

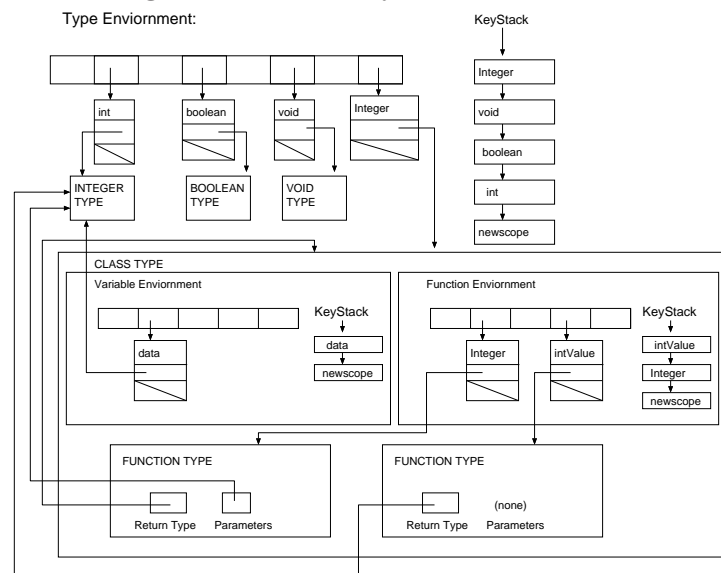
    int data;

    Integer(int initvalue) {
        data = initvalue;
    }

    int intValue() {
        return data;
    }

}
```

10-22: Changes in Semantic Analysis



10-23: Changes in Semantic Analysis

- What do you do now to analyze a class?

10-24: Changes in Semantic Analysis

- What do you do now to analyze a class?
 - Create a new variable environment
 - Analyze (visit) the instance variable declarations
 - Adding each variable to the new variable environment
 - Create a new internal representation of a Class, using the new variable environment
 - Add Class to the class environment

10-25: Changes in Semantic Analysis

- To analyze a Class Definition
 - Create a new, local function & variable environment
 - Build a new internal representation of a Class, using newly created (local) function & variable environments
 - Add the class to the type environment
 - Begin a new scope in the global variable environment & function environments
 - Add “this” variable to the variable environment, using this class type

10-26: Changes in Semantic Analysis

- To analyze a Class Definition
 - Analyze variables (adding to global variable environment *and* the local variable environment)
 - Analyze function definitions (adding to global function environment *and* the local function environment)
 - End scopes in global environments

10-27: Changes in Semantic Analysis

- To analyze a method call `x.foo()`
 - Analyze variable `x`, which should return a class type
 - Look up the function `foo` in the function environment of the variable `x`
 - Return the type of `foo()`

10-28: SA: Methods & Instance Vars

```
class MethodExample {  
  
    int instanceVar;  
  
    MethodExample() {}  
  
    int foo(int x) {  
        return x + instanceVar;  
    }  
}
```

```

    }

    int bar(int x) {
        return foo(x);
    }
}

```

10-29: SA: Methods & Instance Vars

- What extra work do we need to do to allow instaceVar to be seen in foo?

10-30: SA: Methods & Instance Vars

- What extra work do we need to do to allow instaceVar to be seen in foo?
 - None! InstanceVar is already in the global variable environment.
 - (We will need to do a little extra work to generate abstract assembly – why?)

10-31: SA: Methods from Methods

- What extra work do we need to do to allow bar to call the function foo?

10-32: SA: Methods from Methods

- What extra work do we need to do to allow bar to call the function foo?
 - None!
 - When we analyzed foo, we added the proper prototype to both the global function environment and the local function environment

10-33: SA: Constructors

- `new MyClass(3, 4)`
 - Look up “MyClass” in the type environment, to get the definition of the class
 - Look up “MyClass” in the function environment for the class
 - Check to see that the number & types of parameters match
 - Return the type of MyClass

10-34: SA: Example

```

class SimpleClass {
    int x;
    int y;

    SimpleClass(int initialx, initialy) {
        x = initialx;
        y = initialy;
    }

    int average() {
        int ave;
        ave = (x + y) / 2;
        return ave;
    }
}

void main {
    SimpleClass z;
    int w;

    z = new SimpleClass(3,4);
    w = z.average();
}

```

10-35: SA – Example

- To analyze class `SimpleClass`
 - Create a new empty variable & function environment
 - Create a new class type that contains these environments
 - Begin a new scope in the global function & variable environments
 - Add “this” to the global variable environment, with type `SimpleClass`
 - Add `x` and `y` to *both* the local and global variable environment
 - Add the prototype for the constructor to the local and global environments

10-36: SA – Example

- To analyze class `SimpleClass` (continued)
 - Analyze the body of `SimpleClass`
 - Add prototype for `average` to both the local and global function environment
 - Analyze the body of `average`
 - End scope in global function & variable environments

10-37: SA – Example

- To analyze the body of `SimpleClass`
 - Begin a new scope in the global variable environment
 - Add `initialx` and `intialy` to the global variable environment (both with type `INTEGER`)
 - Analyze statement `x = initialx` using global environments
 - Analyze statement `y = initialy` using global environments
 - Analyze statement `return this;` using global environments
 - Added implicitly by the parser!
 - End scope in the global variable environment

10-38: SA – Example

- To analyze the body of `average`
 - Begin a new scope in the global variable environment
 - Add `ave` to the global variable environment with type `INTEGER`
 - Analyze the statement `ave = (x + y) / 2` using global environments
 - Analyze the statement `return ave` using global environments
 - End scope in local variable environment

10-39: SA – Example

- To analyze the body of `main`
 - Begin a new scope in the variable environment
 - Add `z` to the variable environment, with the type `SimpleClass`
 - Analyze the statement
 - `z = new SimpleClass(3, 4);`

10-40: **SA – Example**

- To analyze the body of main (continued)
 - `z = new SimpleClass(3, 4);`
 - Look up SimpleClass in the type environment. Extract the function environment for SimpleClass
 - Look up SimpleClass in this function environment
 - Make sure the prototype for SimpleClass takes 2 integers
 - Look up the type of z in the global variable environment
 - Make sure the types match for the assignment statement

10-41: **SA – Example**

- To analyze the body of main (continued)
 - Analyze the statement `w = z.average();`
 - Look up z in the variable environment, and make sure that it is of type CLASS.
 - Using the function environment obtained from the CLASS type for z, look up the key `average`. Make sure that the function `average` takes zero input parameters.
 - Make sure the return type of `average` matches the type of w.
 - End scope in the variable environment

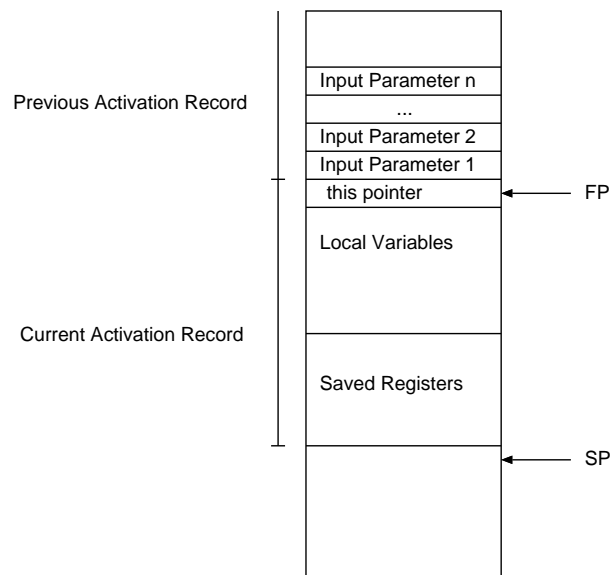
10-42: **Changes Required in AAT**

- We will also need to make some changes in the AAT generator
 - Maintain “this” pointer
 - Set the value of the “this” pointer at the beginning of a method call
 - Access instance variables using the “this” pointer.
 - `x = 3;` produces different code if x is an instance variable or a local variable.

10-43: **Activation Record for Methods**

- Activation records for methods will contain a “this” pointer
- “this” pointer will be the first item in the activation record
- Remainder of the activation record does not change
- “This” pointer is passed in as implicit 0th parameter

10-44: **Activation Record for Methods**



10-45: Activation Record for Methods

- To set up an activation record (at the beginning of a method call)
 - Save registers, as normal
 - Set the FP to (SP + WORDSIZE)
 - So that the “this” pointer ends up in the correct activation record
 - Passed as the 0th parameter
 - “this” is at location FP
 - First local variable is at location FP-WORDSIZE
 - First input parameter is at location FP+WORDSIZE

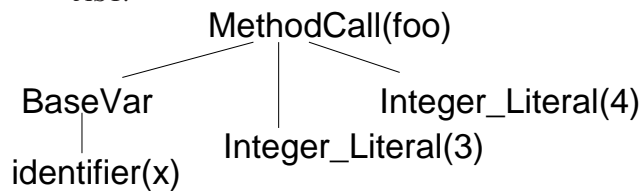
10-46: AATs for Method Calls

- Passing implicit “this” parameter
 - Each method call needs to be modified to pass in the implicit “this” parameter.
- Need to handle two types of method calls
 - Explicit method calls
 - `x.foo(3, 4)`
 - Implicit Method Calls
 - Class contains methods `foo` and `bar`
 - `foo` calls `bar` (without using “this”)

10-47: Explicit Method Calls

- `x.foo(3, 4)`

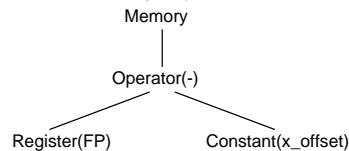
- AST:



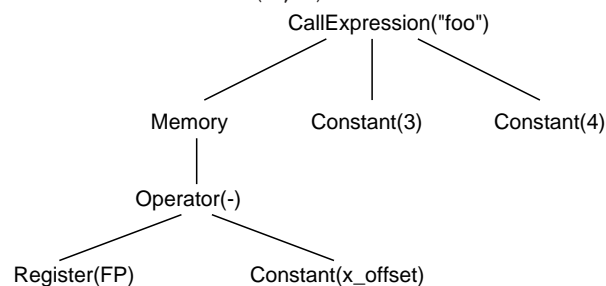
- What should the Abstract Assembly be for this method call?
- (What should we pass as the “this” pointer?)

10-48: Explicit Method Calls

- AAT for x:



- AAT for x.foo(3, 4)



10-49: Implicit Method Calls

```

class MyClass {
    int foo(int y) {
        return y + 1;
    }

    void bar() {
        int x;
        x = foo(7);
    }
}

int myfunction(int a) {
    return a + 1;
}

void main() {
    int x;
    x = myfunction(3);
}
  
```

10-50: Implicit Method Calls

- `x = myfunction()` in main is a function call – don’t need to pass in a “this” pointer
- `x = foo(7)` in bar is a method call – need to pass in a “this” pointer
- Add another field to FunctionEntry: Method bit
 - false if entry is a function (no need for “this” pointer)
 - true if entry is a method (need 0th parameter for “this” pointer)

10-51: **Implicit Method Calls**

```
class MethodCalling {
    int foo(int y) {
        return y + 1;
    }

    void bar() {
        int x;
        x = foo(7);
    }
}
```

10-52: **Implicit Method Calls**

- We know `foo` is a method call
 - method bit set to true in function entry for `foo`
- Need to pass in the “this” pointer as 0th parameter
- How can we calculate the “this” pointer to pass in?

10-53: **Implicit Method Calls**

- We know `foo` is a method call
 - method bit set to true in function entry for `foo`
- Need to pass in the “this” pointer as 0th parameter
- How can we calculate the “this” pointer to pass in?
 - Same as the “this” pointer of the current function

10-54: **Implicit Method Calls**

- Any time a method is called implicitly, the “this” pointer to send in is:

10-55: **Implicit Method Calls**

- Any time a method is called implicitly, the “this” pointer to send in is:

Memory

|

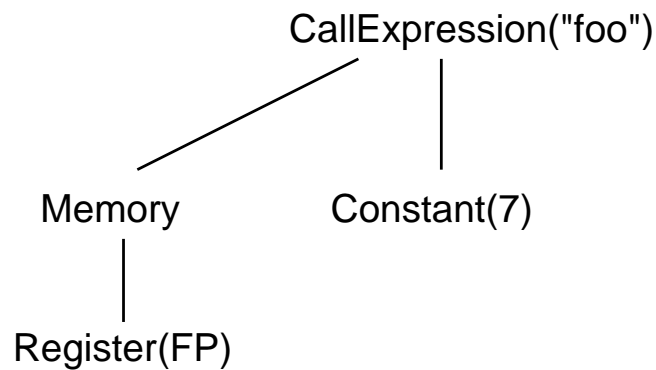
Register(FP)

10-56: **Implicit Method Calls**

- Abstract Assembly for `foo(7)`

10-57: **Implicit Method Calls**

- Abstract Assembly for `foo(7)`



10-58: Constructor Calls

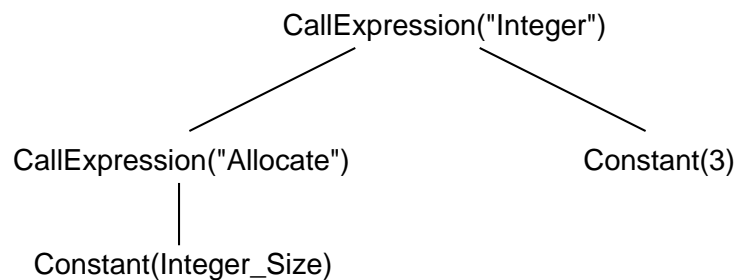
- Just like any other method call
- **But...** we need an initial “this” pointer
- No space has been allocated yet!

10-59: Constructor Calls

- The AAT for a constructor call needs to:
 - Allocate the necessary space for the object
 - Call the constructor method, passing in the appropriate “this” pointer
- What should the AAT for `new Integer(3)` be?

10-60: Constructor Calls

- The AAT for a constructor call needs to:
 - Allocate the necessary space for the object
 - Call the constructor method, passing in the appropriate “this” pointer
- What should the AAT for `new Integer(3)` be?



10-61: AATs for Instance Variables

```
class InstanceVsLocal {
    int instance;

    void method() {
        int local;

        local = 3;      /* line A */
        instance = 4;   /* line B */
    }
}
```

- Stack / heap contents during method?
- AAT for line A?
- AAT for line B?

10-62: Instance vs. Local Variables

- Instance variables and local variables are implemented differently.
- Need to know which variables are local, and which variables are instance variables (just like methods)
- Add instanceVar bit to VariableEntry
 - true for is instance variable
 - false for local variables / parameters

10-63: Instance Variable Offsets

- Keep track of two offsets (using two globals)
 - Local variable offset
 - Instance variable offset
- At the beginning of a class definition:
 - Set instance variable offset to 0
 - Insert “this” pointer into the variable environment, as a *local variable*
- At the beginning of each method
 - set the local variable offset to -WORDSIZE
 - Remember the “this” pointer!

10-64: Instance Variable Offsets

- When an instance variable declaration is visited:
 - Add variable to local & global variable environments, using the instance variable offset, with instance bit set to true
 - Decrement instance variable offset by WORDSIZE
- When a local variable declaration is visited:
 - Add variable to only the global variable environment, using the local variable offset, with instance bit set to false

- Decrement local variable offset by WORDSIZE

10-65: AATs for Instance Variables

- For a base variable:
 - If it is a local variable, proceed as before
 - If it is an instance variable
 - Add an extra “Memory” node to the top of the tree
 - Need to do nothing else!

10-66: AATs for Instance Variables

```
class InstanceVsLocal {
    int instance;

    void method() {
        int local;

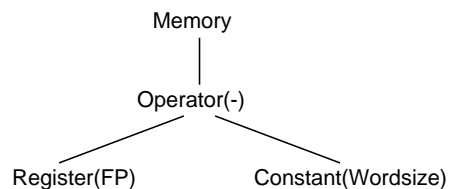
        local = 3;
        instance = 4;
    }
}
```

10-67: AATs for Instance Variables

- Insert `instance` to the global variable environment, with the “instance variable” bit set to 1, with offset 0
- Insert `local` to the global variable environment, with the “instance variable” bit set to 0, with offset WORDSIZE (remember “this” pointer!)
- Abstract Assembly for `local`:

10-68: AATs for Instance Variables

- Insert `instance` to the global variable environment, with the “instance variable” bit set to 1, with offset 0
- Insert `local` to the global variable environment, with the “instance variable” bit set to 0, with offset WORDSIZE (remember “this” pointer!)
- Abstract Assembly for `local`:



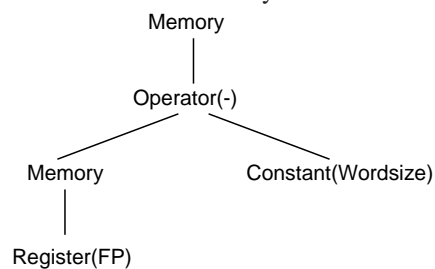
10-69: AATs for Instance Variables

- Insert `instance` to the global variable environment, with the “instance variable” bit set to 1, with offset 0

- Insert `local` to the global variable environment, with the “instance variable” bit set to 0, with offset `WORD-SIZE` (remember “this” pointer!)
- Abstract Assembly for `instance`

10-70: AATs for Instance Variables

- Insert `instance` to the global variable environment, with the “instance variable” bit set to 1, with offset 0
- Insert `local` to the global variable environment, with the “instance variable” bit set to 0, with offset `WORD-SIZE` (remember “this” pointer!)
- Abstract Assembly for `instance`



10-71: Instance vs. Local Variables

```

class MyClass {

    int instance1;
    int instance2;

    void method(int param) {
        int local;

        local = instance1 - instance2 + param;
    }
}
  
```

- Stack / heap contents during `method`?
- AAT for assignment statement?

10-72: AATs for Instance Variables

- What about class variables and array variables?

```

class Class1 {
    int x;
    int y[];
}
class Class2 {
    Class1 C1;
    int array[];
    Class1 C2[];
    void method() {
        array[2] = 3;
        C1.x = 3;
        C1.y[2] = 4;
        C2[3].y[4] = 5;
    }
}

void main() {
    Class2 C2 = new Class2();
    C2.C1 = new Class1();
    C2.C1.y = new int[10];
    C2.array = new int[10];
    C2.C2 = new Class1[5];
    C2.C2[3] = new Class1();
    C2.C2[3].y = new int[5];
    C2.method();
}
  
```


10-73: Code Generation

- When methods are added to classes, what changes are necessary in the code generation stage?

10-74: Code Generation

- When methods are added to classes, what changes are necessary in the code generation stage?
- None!
 - The AAT structure is not changed
 - Prior modifications create legal AAT
 - Code Generator should work unchanged.

10-75: Inheritance

```
class Point {
    int xpos;
    int ypos;

    Point(int x, int y) {
        xpos = x;
        ypos = y;
    }

    int getX() {
        return xpos;
    }

    int getY() {
        return ypos;
    }
}

void setX(int x) {
    xpos = x;
}

void setY(int y) {
    ypos = y;
}
```

10-76: Inheritance

```
class Circle extends Point {
    int radiusval;

    Circle(int x, int y, int radius) {
        xpos = x;
        ypos = y;
        radiusval = radius;
    }

    int getRadius() {
        return radiusval;
    }

    void setRadius(int radius) {
        radiusval = radius;
    }
}
```

10-77: Inheritance

- What changes are necessary to the lexical analyzer to add inheritance?

10-78: Inheritance

- What changes are necessary to the lexical analyzer to add inheritance?
 - Add keyword “extends”
 - No other changes necessary

10-79: Inheritance

- What changes are necessary to the Abstract Syntax Tree for adding inheritance?

10-80: Inheritance

- What changes are necessary to the Abstract Syntax Tree for adding inheritance?
 - Add a “subclass-of” field to the class definition node
 - “subclass-of” is a String
 - Examples for point, circle

10-81: Inheritance

- What changes are necessary to the Semantic Analyzer for adding inheritance?

10-82: Inheritance

- What changes are necessary to the Semantic Analyzer for adding inheritance?
 - Allow subclass access to all methods & instance variables of superclass
 - Allow assignment of a subclass value to a superclass variable

10-83: Inheritance

- What changes are necessary to the Semantic Analyzer for adding inheritance?
 - Add everything in the environment of superclass to the environment of the subclass
 - Add a “subclass-of” pointer to internal representation of types
 - On assignment, if types are different, follow the “subclass-of” pointer of RHS until types are equal, or run out of superclasses.

10-84: Environment Management

- Case 1

```
class baseclass {  
    int a;  
    boolean b;  
}  
class subclass extends baseclass {  
    boolean c;  
    int d;  
}
```

- baseclass contains 2 instance variables (a and b)
- subclass contains 4 instance variables (a, b, c and d)

10-85: Environment Management

- Case 2

```
class baseclass2 {  
    int a;  
    boolean b;  
}  
class subclass2 extends baseclass2 {  
    int b;  
    boolean c;  
}
```

- baseclass2 contains a, b
- subclass2 contains 4 instance variables, only 3 are accessible a, b (int), c

10-86: Environment Management

- Case 2

```
class baseclass2 {  
    int a;  
    boolean b;  
}  
class subclass2 extends baseclass2 {  
    int b;  
    boolean c;  
}
```

- subclass2 contains 4 instance variables, only 3 are accessible a, b (int), c
- How could we get at the boolean value of b?

10-87: Environment Management

- Case 3

```
class baseclass3 {  
    int foo() {  
        return 2;  
    }  
    int bar() {  
        return 3;  
    }  
}  
class subclass3 extends baseclass3 {  
    int foo() {  
        return 4;  
    }  
}
```

10-88: Environment Management

- When subclass A extends a base class B
 - Make clones of the variable & function environments of B
 - Start A with the clones
 - Add variable and function definitions as normal

10-89: Environment Management

- To analyze a class A which extends class B
 - begin scope in the global variable and function environments
 - Look up the definition of B in the type environment
 - Set superclass pointer of A to be B
 - Add all instance variables in B to variable environment for B, and the global variable environment

- Add all function definitions in B to the function environment for A and the global function environment

10-90: Environment Management

- To analyze a class A which extends class B (continued)
 - Add “this” pointer to the variable environment of A
 - Overriding the old “this” pointer, which was of type B
 - Analyze the definition of A, as before
 - End scope in global function & variable environments

10-91: Assignment Statements

- To analyze an assignment statement
 - Analyze LHS and RHS recursively
 - If types are not equal
 - If RHS is a class variable, follow the superclass pointer of RHS until either LHS = RHS, or reach a null superclass
- Use a similar method for input parameters to function calls

10-92: Abstract Assembly

- What changes are necessary in the abstract assembly generator for adding inheritance?

10-93: Abstract Assembly

- What changes are necessary in the abstract assembly generator for adding inheritance?
 - At the beginning of a class definition, set the instance variable offset = size of instance variables in superclass, instead of 0
 - When instance variables are added to subclass, use the same offsets that they had in superclass.
 - No other changes are necessary!

10-94: Code Generation

- What changes are necessary in the code generator for adding inheritance?

10-95: Code Generation

- What changes are necessary in the code generator for adding inheritance?
- None – generate standard Abstract Assembly Tree

10-96: Inheritance

- Adding inheritance without virtual functions can lead to some odd behavior

10-97: Inheritance

```

class base {
    int foo() {
        return 3;
    }
}

class sub extends base {
    int foo() {
        return 4;
    }
}

void main() {
    base A = new base();
    base B = new sub();
    sub C = new sub();

    print(A.foo());
    print(B.foo());
    print(C.foo());
}

```

10-98: Inheritance

- Adding inheritance without virtual functions can lead to some odd behavior
 - Hard-to-find bugs in C++
 - Why java does uses virtual functions
 - Non-virtual (static, final) cannot be overridden

10-99: Access Control

```

class super {
    int x;
    public int y;
    private int z;

    void foo() {
        x = 1;
        z = 2;
    }
}

class sub extends super {
    private int a;

    void bar() {
        z = 3;
        a = 4;
    }
}

void main () {
    super superclass;
    sub subclass;
    superclass = new super();
    subclass = new sub();
    superclass.x = 5;
    superclass.z = 6;
    subclass.y = 7;
    subclass.a = 8;
}

```

10-100: Access Control

```

class super {
    int x;
    public int y;
    private int z;

    void foo() {
        x = 1; /* Legal */
        z = 2; /* Legal */
    }
}

class sub extends super {
    private int a;

    void bar() {
        z = 3; /* Illegal */
        a = 4; /* Legal */
    }
}

void main () {
    super superclass;
    sub subclass;
    superclass = new super();
    subclass = new sub();
    superclass.x = 5; /* Legal */
    superclass.z = 6; /* Illegal */
    subclass.y = 7; /* Legal */
    subclass.a = 8; /* Illegal */
}

```

10-101: Access Control

- Changes required in Lexical Analyzer

10-102: Access Control

- Changes required in Lexical Analyzer
 - Add keywords “public” and “private”

10-103: **Access Control**

- Changes required in Abstract Syntax Tree

10-104: **Access Control**

- Changes required in Abstract Syntax Tree
 - Add extra bit to methods and instance variables – public or private

10-105: **Access Control**

- Changes required in Semantic Analyzer

10-106: **Access Control**

- Changes required in Semantic Analyzer
 - Allow access to a variable within a class
 - Deny Access to variable outside of class
- How can we do this?

10-107: **Access Control**

- Changes required in Semantic Analyzer
 - Allow access to a variable within a class
 - Deny Access to variable outside of class
- Use the global variable environment to access variables inside class
- Use the local variable environment to access variables outside class

(examples) 10-108: **Access Control**

- When analyzing a public instance variable declaration
 - `public int y;`
 - Add `y` to both the local and global variable environment
- When analyzing a private instance variable declaration
 - `private int z;`
 - Add `z` to *only* the global variable environment

10-109: **Access Control**

- If we add `z` to only the global variable environment
 - When we access `z` from within the class, it will be found
 - When we access `z` from outside the class, it will *not* be found
 - Need to add a hack for getting `this.x` to work correctly ...

10-110: **Access Control**

- Changes required in the Assembly Tree Generator
 - Private variables are no longer added to the private variable environment
 - Can no longer use the size of the variable environment as the size of the class
 - Need to add a “size” field to our internal representation of class types

10-111: Access Control

- Changes required in the Code Generator

10-112: Access Control

- Changes required in the Code Generator
 - We are still producing valid abstract assembly
 - No further changes are necessary

10-113: Overloading Functions

- Multiple functions (or methods in the same class) with the same name
- Use the # and types of the parameters to distinguish between them

```
int foo(int x);
int foo(boolean z);
void foo(int x, int y);
```

- Calls:

```
x = foo(3);
x = foo(true);
foo(3+5, foo(true));
```

10-114: Overloading Functions

- Just as in regular Java, can’t overload based on the *return type* of a function or method.
- Why not?

10-115: Overloading Functions

```
int foo(int x);
int foo(boolean y);
```

```
int bar(int x);
boolean bar(int x);
```

```
z = foo(bar(3));
```

- What should the compiler do?

10-116: Overloading Functions

- Changes required in the Lexical Analyzer

10-117: Overloading Functions

- Changes required in the Lexical Analyzer
 - Not adding any new tokens
 - No changes required

10-118: Overloading Functions

- Changes required to the Abstract Syntax:

10-119: Overloading Functions

- Changes required to the Abstract Syntax:
 - None!

10-120: Overloading Functions

- Changes required to the Semantic Analyzer
 - Need to distinguish between:
 - `int foo(int a, int b)`
 - `int foo(boolean c, int d)`

10-121: Overloading Functions

- Need to distinguish between:
 - `int foo(int a, int b)`
 - `int foo(boolean b, int d)`
- We could use `fooIntInt` and `fooBooleanInt` as keys
 - Problems?

10-122: Overloading Functions

- `foo(3+4, bar(3,4));`
 - Need to convert `(3+4)` to “int”, `bar(3+4)` to “int” (assuming `bar` returns an integer)
 - Better solution?

10-123: Overloading Functions

- `foo(3+4, bar(3,4));`
 - Convert the pointer to the internal representation of an integer to a string
 - Append this string to “foo”
 - Use new string as key to define function
 - `foo13518761351876`
 - From `3+4` and `bar(3,4)`, we can get at the pointer to the internal representation of the type

10-124: **Overloading Functions**

- Once we have expanded the key for functions to include the *types* of the input parameters, what further work is needed?

10-125: **Overloading Functions**

- Once we have expanded the key for functions to include the *types* of the input parameters, what further work is needed?
- None!

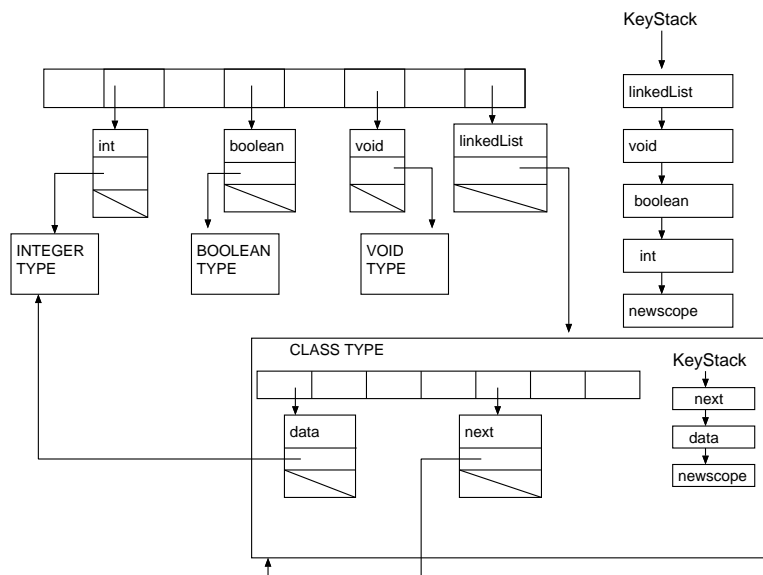
10-126: **Recursive Classes**

- Recursive classes allow for linked data structures

```
class linkedList {
    int data;
    linkedList next;
}
```

10-127: **Recursive Classes**

- Changes necessary to allow recursive classes
 - Add keyword “null”
 - Add “null expression” to AST
 - Add class to type environment before class has been completely examined
 - Allow “null” expression to be used for any class value

10-128: **Recursive Classes**10-129: **Recursive Classes**

- Modifications to Semantic Analyzer

- On assignment – if LHS is a class, RHS may be null
- For any function call – if formal is a class, actual may be null
- Comparison operations: ==, != – If either side is a class, the other can be null

10-130: Virtual Methods

```
class super {
    int foo() {
        return 1;
    }
}
class sub {
    int foo() {
        return 2;
    }
}
void main() {
    super x = new sub();
    print(x.foo());
}
```

10-131: Virtual Methods

- If the language uses static methods (as described so far), the static type of the variable defines which method to use
 - In previous example, static methods would print out 1
 - C++ uses static methods (unless specified as “virtual”)
- If the language uses virtual methods, the type of the actual variable defines which method to use
 - In previous example, print out 2
 - Java uses *only* virtual methods (avoids some of the bizarre errors that can occur with C++)

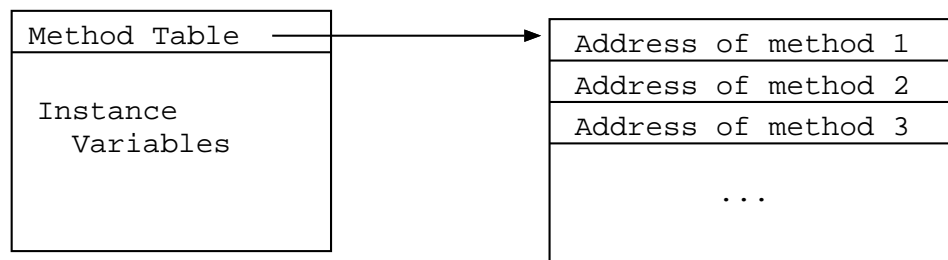
10-132: Virtual Methods

```
class superclass {
    int x;
    void foo() {
        ...
    }
    void bar() {
        ...
    }
}
class subclass extends superclass {
    void main() {
        int y;
        void bar() {
            ...
        }
        void g() {
            ...
        }
    }
    superclass a;
    a = new superclass();
    a.bar(); /* Point A */
    a = new subclass();
    a.bar(); /* Point B */
}
```

10-133: Virtual Methods

- We need to generate the exact same code for:
 - a.bar() at Point A
 - a.bar() at Point B

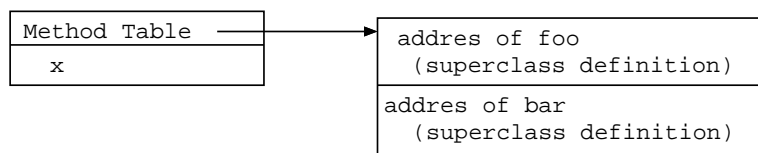
- Even though they will do different things at run time
- Function pointers to the rescue!



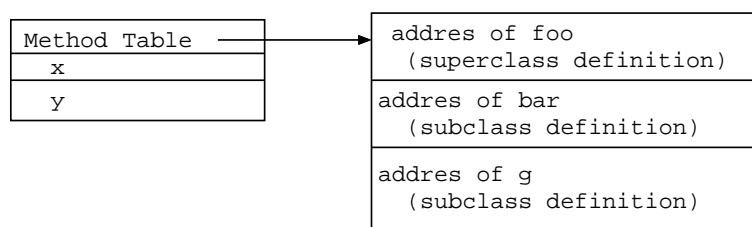
10-134: Virtual Methods

- Previously, the data segment held only the instance variables of the class
- Now, the data segment will also hold a pointer to a function table
- Only need one table / class (not one table / instance)

Data segment for variable a



Data segment for variable b



10-135: Virtual Methods

10-136: Virtual Methods

- Function Environment
 - Previously, we needed to store the assembly language label of the function in the function environment
 - Now, we need to store the offset in the function table for the function

10-137: Virtual Methods

Environments for superclass				Environments for subclass			
Function Environment		Variable Environment		Function Environment		Variable Environment	
key	value	key	value	key	value	key	value
foo	0	x	4	foo	0	x	4
bar	4			bar	4	y	8
				g	8		

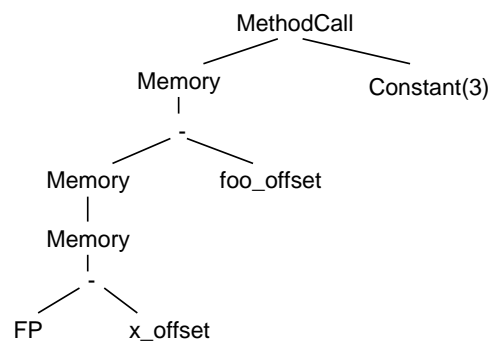
10-138: Virtual Methods

- When a method `x.foo()` is called
 - Look up `x` in the function environment

- Returns a class type, which contains a local function environment
- Look up `foo` in the local function environment
 - Returns the offset of `foo` in the function table
- Output appropriate code

10-139: Virtual Methods

- When a method `x.foo(3)` is called
- Output appropriate code
 - Extend our AAT to allow *expressions* as well as labels for function calls

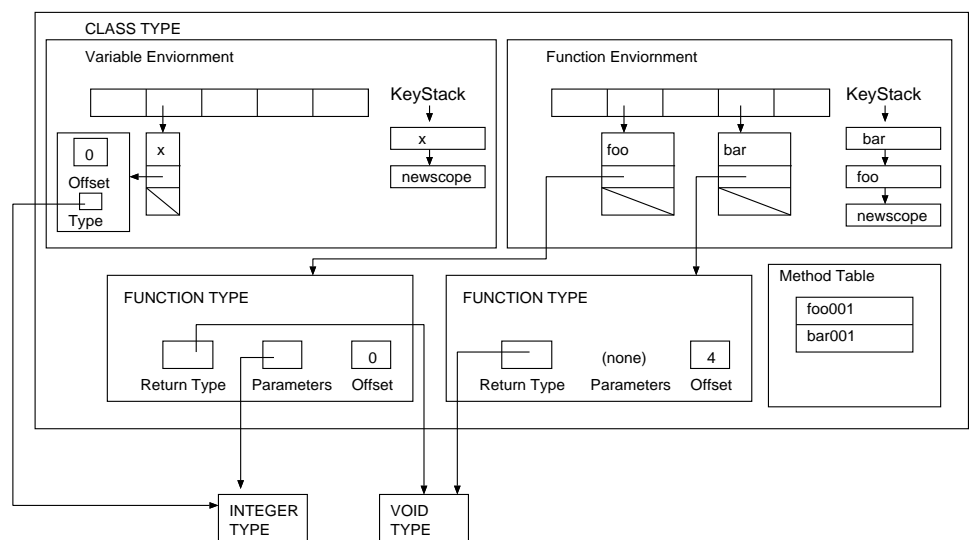


10-140: Virtual Methods Example

```

class baseClass {
    int x;

    void foo(int x) {
        /* definition of foo */
    }
    void bar() {
        /* definition of bar */
    }
}
  
```



10-141: Virtual Methods Example

10-142: Virtual Methods Example

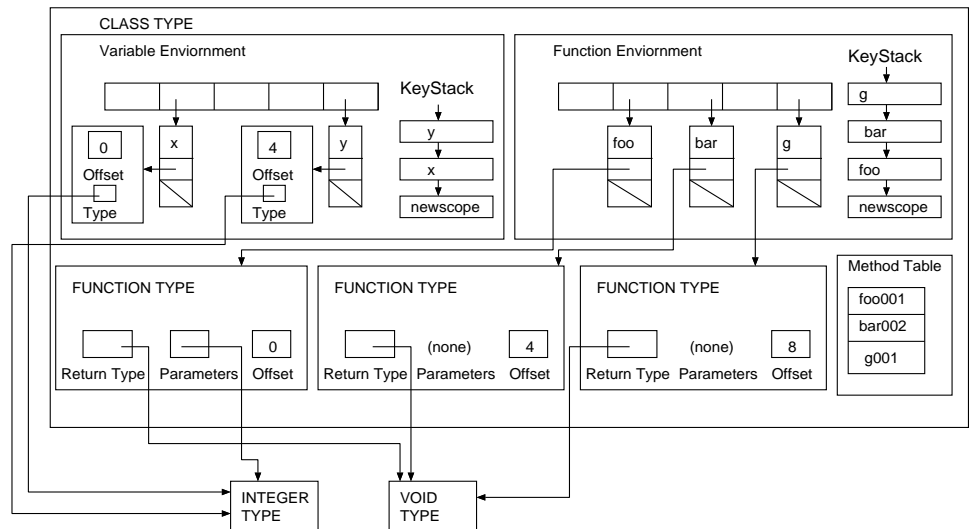
```

class extendedClass {
    int y;

    void bar() {
        /* definition of bar */
    }

    void g() {
        /* definition of g */
    }
}

```



10-143: Virtual Methods Example