

# SOFTWARE DESIGN DOCUMENT

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## **MINI-PASCAL COMPILER**

**Version 0.4**

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# PROJECT OVERVIEW

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## Introduction

This project, written in Java 8, is a compiler which parses Mini-Pascal code to generate MIPS assembly code. Please refer to the “Project Structure” section for clarity on the files and modules used in the project.

## Module 1: Scanner

The scanner module reads a Mini-Pascal text file and scans each line. Keywords and symbols which are recognized as valid (listed below) by the scanner are converted into “tokens”, which are handled by the parser module.

*Scanner.java* is a file which has been generated by JFlex, a lexical analyzer (scanner) generator. The generator uses a specified set of token types, expected patterns, and lexical rules to create a deterministic finite automata (DFA) which is used to construct the aforementioned token stream.

*Token.java* defines a token object containing the token lexeme and type.

*TokenType.java* enumerates the list of valid keywords and symbols.

Valid keywords:

AND ARRAY BEGIN DIV DO ELSE END FUNCTION IF INTEGER MOD NOT OF  
OR PROCEDURE PROGRAM REAL THEN VAR WHILE READ WRITE RETURN

Valid symbols (token type is listed first, followed by the symbol itself):

SEMI ; COMMA , PERIOD . COLON : LBRACE [ RBRACE ] LPAREN ( RPAREN )  
PLUS + MINUS - EQUAL = NOTEQ <> LTHAN < LTHANEQ <= GTHAN >  
GTHANEQ >= ASTERISK \* FSLASH / ASSIGN :=

## Module 2: Parser

The parser module employs an instance of the scanner class to iterate through tokens of an input stream and match them with the production rules articulated in the MicroPascal grammar (Grammar.pdf).

To use the current version of the parser class, first create an instance within CompilerMain.java using either the constructor structure ([filename], true) or ([input string], false). Then, call the top-level function program(); if the function returns without encountering an error, the input file or string was successfully parsed as a valid micro-Pascal program.

The Parser class can be used to read the token stream of a pascal file or a provided input String.

## Module 3: Symbol Table

The symbol table module is used to store information on the identifiers used in a pascal program. As of version 0.3.1, the symbol table is unable to fully handle functions and procedures and will instead only store their respective lexemes to the symbol table. In later builds of this project, the symbol table will be able to manage subprogram calls through the use of multiple hashmaps, stored in a stack, with the global scope (program) being pushed onto the stack first.

*SymbolTable.java* contains a single hashmap, whereby each key-value pair contains the lexeme of an identifier (key) as well as information appropriate to the “kind” of identifier recognized by the parser. A full list of the symbols contained in the hashmap can be generated by calling the `toString()` method of this class.

*Symbol.java* defines a symbol object, with discrete constructors for every “kind” of identifier that the parser might encounter. A The `toString()` method of this class can be called

*Kind.java* enumerates the list of valid identifiers that can be added to the symbol table.




## Module 4: Syntax Tree

The syntax tree represents the syntactic structure of the pascal program being compiled. The tree is constructed of nodes, denoting constructs that appear in the source code as defined by the pascal grammar. The syntax tree of a program can be printed to a file from *CompilerMain.java* using the `exportSyntaxTree()` method using a parser instance as a parameter. As of version 0.4, only the four top-level nodes of the syntax tree can be added to the tree and printed.

# Project Structure



## MorkCompiler

### documentation







-  Grammar.pdf
-  SDD.pdf
-  User Manual.pdf

### src





#### compiler

-  CompilerMain.java
-  symbol table.txt
-  symbol table.txt





#### scanner

-  LookupTable.java
-  Scanner.flex
-  Scanner.java
-  Token.java
-  TokenType.java
-  ScannerTest.java

#### parser

-  Parser.java
-  ParserTest.java
-  Recognizer.java
-  RecognizerTest.java














#### symbol table

-  SymbolTable.java
-  Symbol.java
-  Kind.java
-  SymbolTableTest.java

 .gitignore




 README.md

#### syntaxtree

-  AssignmentStatementNode.java
-  CompoundStatementNode.java
-  DeclarationsNode.java
-  ExpressionNode.java
-  IfStatementNode.java
-  OperationNode.java
-  ProcedureStatementNode.java
-  ProgramNode.java
-  StatementNode.java
-  SubProgramDeclarationsNode.java
-  SubProgramNode.java
-  SyntaxTreeNode.java
-  ValueNode.java
-  VariableNode.java

#### SyntaxTreeTest.java

#### pascal

-  money.pas
-  simple.pas
-  simplest.pas

## Master Changelog

Commit ID	Commit Tag	Version	Description	Date
Imported old files to begin working on the scanner.				
99965c6	Import	0.0	Imported old files.	3/3/2019
Finished writing the scanner module.				
1447a47	N/A	0.0	Finished Scanner edits for first module.	3/3/2019
Finished Scanner module and related unit testing. Module 1 complete.				
c3518ff	Scanner	0.1	Final commit for Module 1.	3/3/2019
Imported more old files to begin development on the recognizer.				
eb79317	N/A	0.1	Imported example files.	3/3/2019
Finished writing the recognizer module.				
3690c92	N/A	0.1	Finished Recognizer functions.	3/3/2019
Finished Recognizer module and related unit testing. Module 2 complete.				
5c2887a	Recognizer	0.2	Final commit for Module 2.	3/3/2019
Old Master branch deleted and recreated for ease of version control readability.				
75fc787	N/A	0.2	Fixed readability issues with version control history.	3/3/2019
Finished Symbol table module and related unit testing. Part one of Module 3 complete.				
a698144	SymbolTable	0.3	Final commit for Module 3. (Updated SDD)	3/12/2019
Finished Symbol table module and related unit testing. Part two of Module 3 complete.				
d06bf57	SymbolTableInt	0.3.1	Final commit for Module 3 part 2.	3/15/2019
Finished Basic Syntax Tree integration for top-level nodes. Part one of Module 4 complete.				
N/A	SyntaxTreeStart	0.4	Final commit for Module 4 part 1.	4/8/2019