



## Beispiel: Codeerzeugung

**Assignment = Designator "=" Expr .**

**Expr = Term { "+" Term } .**

**Term = Factor { "\*" Factor } .**

**Factor = number | Designator.**

**Designator = ident [ "." ident | "[" Expr "]" ] .**

# Sem. Aktionen für Codeerzeugung (1)



```
Designator↑item = ( . Item item, x; Obj o; . )
ident↑t         ( . o = Tab.find(t.string); item = new Item(o); . )
[ "." ident↑t ( . if (item.type.kind == Struct.Class) {
                Code.load(item);
                o = Tab.findField(t.string, item.type);
                item.kind = Item.Fld;
                item.type = o.type; item.adr = o.adr;
                } else semError(...);
                )
  | "["
  Expr↑x
  "]"
  ] .
```

## Klasse *Item* – Konstruktor *Item(Obj)*



```
public Item (Obj o) {  
    type = o.type; adr = o.adr;  
    switch (o.kind) {  
        case Obj.Con:  
            kind = Con; break;  
        case Obj.Var:  
            if (o.level == 0) kind = Static; else kind = Local; break;  
        case Obj.Meth:  
            kind = Meth; obj = o; break;  
        default:  
            Parser.Errors.semError("cannot create Item");  
            throw new Error(); // don't: System.exit(0);  
        }  
    }  
}
```

## Sem. Aktionen für Codeerzeugung (2)



```
Factor↑item =  
  number↑t  
  (. Item item = new Item(); .)  
  (. item.kind = Item.Con;  
    item.type = Tab.intType;  
    item.adr = t.val;  
  .)  
  | Designator↑item .
```

```
Term↑x =  
  Factor↑x  
  { "*" Factor↑y (. Code.load(x); Code.load(y);  
    if (x.type == Tab.intType && y.type == Tab.intType) {  
      Code.put(Code.mul);  
      x.kind = Item.Stack;  
    } else semError(...);  
  .)  
  } .
```

## Sem. Aktionen für Codeerzeugung (3)



```
Expr↑x =  
  Term↑x  
  { "+" Term↑y      ( Code.load(x); Code.load(y);  
    if (x.type == Tab.intType && y.type == Tab.intType) {  
      Code.put(Code.add);  
      x.kind = Item.Stack;  
    } else semError(...);  
  }  
  .  
}
```

```
Assignment =  
  Designator↑x  
  "=" Expr↑y  
  .  
  ( if (y.type.assignableTo(x.type))  
    Code.assign(x, y);  
    else semError(...);  
  )
```