San José State University
Department of Computer Engineering

CMPE 152
Compiler Design
Sections 4 and 5
Fall 2017
Instructor: Ron Mak

Assignment #2

Assigned: Tuesday, September 5
Due: Friday, September 15 at 11:59 pm
Team assignment, 100 points max

Java scanner

The purpose of this assignment is to give your programming team experience studying and modifying the frontend code from Chapter 3. Create a new frontend package for the (simplified) Java programming language and plug it into the language-independent framework:

- Create a new namespace **`wci::frontend::java`** to contain your new Java language-specific front end classes.
- In this new package, create the necessary Java-specific subclasses that mirror Chapter 3′s Pascal-specific subclasses. You can copy and reuse any code you need from the Pascal-specific subclasses.
- Modify the frontend factory class to accommodate your new Java parser and scanner.
- Make any necessary changes to the language-independent framework classes. But do not break their ability to work with the Pascal-specific subclasses.
- Plus anything else you may discover you need to do.

Simplified Java tokens

Your Java scanner should recognize the following **reserved word tokens**:

```
abstract  double   int        long
break     else     long       switch
case      enum     native     super
char      extends  return     this
class     float    short      throw
const     for      package    void
continue  goto     protected  volatile
do        if       static     while
```

Because Java is a case-sensitive language, `do` and `DO` are not the same.

Here are **special symbol tokens** your Java scanner must recognize:

```
~   !   @   %   ^   &   *    -    +   =
|   /   :   ;   ?   <   >    .    ,
'   "   (   )   [   ]   {    }
++  --  <<  >>  <=  >=  +=   -=   *=  /=
==  |=  %=  &=  ^=  !=  <<=  >>=  ||  &&
//  /*  */
```

An **identifier token** consists of one or more letters, digits, and underscores (_), but the first character must not be a digit. An identifier's length is unlimited.

A **character token** is a single character surrounded by single quotes (`'`). Example: `'a'` Your Java scanner must recognize that `\` quotes the following character so that it is taken literally. In particular, `'\''` is the single quote character itself. Your scanner must recognize that `'\n'` and `'\t'` represent the line feed and tab characters, respectively.

A **string token** is a sequence of zero or more characters surrounded by double quotes (`"`). Example: `"Hello, world."` Your Java scanner must properly handle a character quoted by `\` inside a string literal.

The syntax of integer and floating-point **number tokens** in this simplified Java are the same as Pascal number tokens.

Comments can be either:

- Any text surrounded by `/*` and `*/`. Such a comment can span multiple lines.
- Any text following `//` to the end of the current line.

Comments may not be nested.

Input file

You must run your program with the following input file **`javatest.in`**. There should be no invisible control characters in the file other than end-of-line characters. You may assume there are no syntax errors in any tokens.

```
/* This is a comment. */
// So is this.

/* Here's a comment
   that spans several
   source lines. */

Two/*comments in*//***a row***/ here.
/* This is /* not a nested comment. */
// Nor is /* this */ one.

{ Not a comment. }

// Word tokens
Hello world
Abstract abstract ABSTRACT aBsTrAcT
What?

// Character tokens
'x' 'A' '\'' 'a' '\n' '\t' '\\'

// String tokens
"Hello, world."
"Hello,\tworld!"
"Hello,\n\"world!\""
"It's Friday!"
""  "\""

// Special symbol tokens
+ - * / := . , ; : = <> < <= >= > ( ) [ ] { } } ^ ..
<<=  >>=
:=<>=<==>>===
```

Output

Your output should be similar in format to the output of the Pascal version in Listing 3-4 of the book.

Running your program

Leave in the original Pascal main program and scanner. You should be able to invoke either the Java scanner or the original Pascal scanner from the command line. After you add the Java-specific subclasses, you should still be able to process a Pascal program with the same code base.

In other words, you're building a frontend that can process two programming languages. (In a real-world scenario, you would write the front end so that at run time, it dynamically loads the code that is specific to the source language you're compiling.)

What to submit

This is a team assignment. Each team turns in one assignment and each team member will get the same score.

- A zip file containing all your C++ source files. Name the zip file after your team name. Example: **`SuperCoders.zip`**
- A text file containing the output from running your program with the **`javatest.in`** input file. You can include this file in your zip file.
- A paragraph or two describing:
  - Any assumptions you made.
  - Anything clever you may have done in your program.

  You can include this report in your zip file.

Submit into Canvas**: Assignment #2. Java Scanner**

Rubric

Your program will be graded according to these criteria:

Criteria	Maximum points
Token recognition • identifiers • reserved words • numbers • special symbols • characters • strings • comments	**70** • 10 • 10 • 10 • 10 • 10 • 10 • 10
Good program design • New front end for Java • Preserved old front end for Pascal	**30** • 15 • 15