

San José State University  
Department of Computer Engineering

# CMPE 152 Compiler Design

Sections 4 and 5  
Spring 2018  
Instructor: Ron Mak

## Assignment #3

**Assigned:** Tuesday, February 13  
**Due:** Wednesday, February 28 at 11:59 pm  
Team assignment, 100 points max

### WHEN statement

The purpose of this assignment is to give your programming team experience adding a parser in the front end for a new Pascal control statement, designing a new parse tree in the intermediate tier for this statement, and adding an executor for the statement in the back end.

You should start with code from Chapter 8.

Here is an example of the new **WHEN** statement:

```
WHEN  
  i = 1 => f := 10;  
  i = 2 => f := 20;  
  i = 3 => f := 30;  
  i = 4 => f := 40;  
  OTHERWISE => f := -1  
END
```

### Syntax

A **WHEN** statement consists of a sequence of *when-branches* separated by semicolons. The last when-branch must be an **OTHERWISE** branch.

A when-branch consists of a selector and a statement to execute. The selector is an arbitrary boolean expression followed by the *arrow special symbol* => and then a single branch statement that corresponds to the selector. This single statement can be a compound statement. The **OTHERWISE** branch must come last, and it has **OTHERWISE** instead of a boolean expression.

## Semantics

A **WHEN** statement is another way to write cascading if-else statements. The above example is equivalent at run time to

```
IF      i = 1 THEN f := 10
ELSE IF i = 2 THEN f := 20
ELSE IF i = 3 THEN t := 30
ELSE IF i = 4 THEN f := 40
ELSE           f := -1;
```

Starting with the first when-branch, evaluate each boolean expression in turn. If a boolean expression evaluates to true, execute the corresponding branch statement, and then immediately leave the **WHEN** statement. Therefore, you can execute at most one branch statement, even if more than one boolean expression evaluates to true. However, if none of the boolean expressions evaluates to true, execute the **OTHERWISE** branch statement.

## Input files

Test your modified compiler with the following input file **when.txt**:

```
BEGIN
  i := 3;

  WHEN
    i = 1 => f := 10;
    i = 2 => f := 20;
    i = 3 => f := 30;
    i = 4 => f := 40;
    OTHERWISE => f := -1
  END;

  range := 5.7;

  WHEN
    (1.0 <= range) && (range < 3.0) => level := 1;
    (4.5 <= range) && (range < 7.5) => BEGIN
      level := 2;
      alpha := range;
    END;
    (8.0 <= range) && (range < 9.9) => level := 3;
    OTHERWISE => level := -1
  END;
END.
```

Test your modified compiler's syntax error handling with the following file **wheneverrors.txt**: Your modified compiler should parse the entire file and flag each error without crashing.

```
BEGIN
  WHEN
    i := 3 => k > 5;
    m = n : m := 2*n;
  END;
END.
```

## Output

Create text files of the output of the interpreter. Input file **when.txt** should generate a program listing, a cross-reference table, a parse tree, and runtime messages from executing the assignment statements. Input file **wheneverrors.txt** should generate a program listing with syntax error messages.

## Source files to modify or add

Start with the C++ source files from Chapter 8. Here is a list of source files that you may need to modify or add, roughly in this order. Not all files may be listed.

- PascalToken.h
- PascalToken.cpp
- PascalSpecialSymbolToken.cpp
- ICodeNodeImpl.h
- ICodeNodeImpl.cpp
- WhenStatementParser.h
- WhenStatementParser.cpp
- StatementParser.cppN
- WhenExecutor.h
- WhenExecutor.cpp
- StatementExecutor.cpp

## What to turn in

Create a zip file that contains all the source files (.java, or .h and .cpp) files of your modified compiler. The ISA must be able to compile and run your compiler.

A second zip file that contains

- A syntax diagram (hand-drawn is OK) of the new **when** statement.
- An example parse tree (hand-drawn is OK) that your parser generates for the **when** statement. Describe what parts of the tree represent.
- Text files that contain output from running your modified compiler on source files **when.txt** and **whenever.txt**.

Submit into Canvas: **Assignment #3. WHEN statement**

## Rubric

Your program will be graded according to these criteria:

Criteria	Maximum points
<b>Design</b> <ul style="list-style-type: none"><li>• <b>WHEN</b> syntax diagram</li><li>• <b>WHEN</b> parse tree</li></ul>	<b>20</b> <ul style="list-style-type: none"><li>• 10</li><li>• 10</li></ul>
<b>Modified compiler</b> <ul style="list-style-type: none"><li>• Frontend parsers</li><li>• Backend executors</li></ul>	<b>40</b> <ul style="list-style-type: none"><li>• 20</li><li>• 20</li></ul>
<b>Output</b> <ul style="list-style-type: none"><li>• Generated from <b>when.txt</b></li><li>• Generated from <b>whenever.txt</b></li></ul>	<b>40</b> <ul style="list-style-type: none"><li>• 20</li><li>• 20</li></ul>