



Phase 3: Code Generation

CS152 Compiler Design

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Generate Copy Statements

c := 100

= c, 100

Generate Math Statements

c := a + b

+ c, a, b

c := a - b

- c, a, b

c := a * b

* c, a, b

c := a / b

/ c, a, b

c := a % b

% c, a, b

Generate Array Statements

c[0] := a;

[] = c, 0, a

a := c[0];

= [] a, c, 0

Generate Array Statements

c[0] := c[1];

. temp

=[] temp, c, 1

[]= c, 0, temp

Calling Functions

c := add(a, b);

param a

param b

call add, c

Getting Function Parameters

```
add(a, b){  
    return (a + b);  
}
```

func add

. a

. b

= a, \$0

= b, \$1

. temp

+ temp, a, b

ret temp

endfunc

Code Node Struct

```
bison.y ~/c/codenode.h
#include <string>

struct CodeNode {
    std::string code;
    std::string name;
};
```

- “code” is the code generated by the node
- “name” is the name of the result register of the code node

Handling variables

```
var: IDENT L_SQUARE_BRACKET expression R_SQUARE_BRACKET {
    std::string temp = create_temp();
    CodeNode *node = new CodeNode;
    node->code = $3->code + decl_temp_code(temp);
    node->code += std::string("=[ ] ") + temp + std::string(", ") +
    std::string("\n");
    node->name = temp;

    std::string var_name = $1;
    std::string error;
    if (!find(var_name, Array, error)) {
        yyerror(error.c_str());
    }
    $$ = node;
}
| IDENT {
CodeNode *node = new CodeNode;
node->code = "";
node->name = $1;
std::string error;
if (!find(node->name, Integer, error)) {
    yyerror(error.c_str());
}
$$ = node;
}
```

Assigning variables

```
danieltan@pop-os:~  
}  
    | %empty {  
    CodeNode *node = new CodeNode;  
    $$ = node;  
}  
  
statement: IDENT ASSIGN expression {  
    std::string var_name = $1;  
    std::string error;  
    if (!find(var_name, Integer, error)) {  
        yyerror(error.c_str());  
    }  
  
    CodeNode *node = new CodeNode;  
    node->code = $3->code;  
    node->code += std::string("= ") + var_name + std::string(", ") + $3->name + std::string("\n");  
    $$ = node;  
}  
    | IDENT L_SQUARE_BRACKET expression R_SQUARE_BRACKET ASSIGN expression {  
    std::string var_name = $1;  
    std::string error;  
    if (!find(var_name, Array, error)) {  
        yyerror(error.c_str());  
    }  
    CodeNode *node = new CodeNode;  
    node->code = $3->code + $6->code;  
    node->code += std::string("[]= ") + std::string($1) + std::string(", ") + $3->name + std::string(", ") + $6->name + std::string("\n");  
    $$ = node;  
}
```

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Handling Addition

```
expression: multiplicative_expression ADD multiplicative_expression {
    std::string temp = create_temp();
    CodeNode *node = new CodeNode;
    node->code = $1->code + $3->code + decl_temp_code(temp);
    node->code += std::string(" + ") + temp + std::string(", ") + $1->name + std::string(", ") + $3->name + std::string("\n");
    node->name = temp;
    $$ = node;
}
        | multiplicative_expression SUB multiplicative_expression {
    std::string temp = create_temp();
    CodeNode *node = new CodeNode;
    node->code = $1->code + $3->code + decl_temp_code(temp);
    node->code += std::string("- ") + temp + std::string(", ") + $1->name + std::string(", ") + $3->name + std::string("\n");
    node->name = temp;
    $$ = node;
}
        | multiplicative_expression {
    $$ = $1;
}
```

Combining Statements

```
statements: statement SEMICOLON statements {  
    CodeNode *node = new CodeNode;  
    node->code = $1->code + $3->code;  
    $$ = node;  
}  
        | %empty {  
    CodeNode *node = new CodeNode;  
    $$ = node;  
}
```

Utility Functions

```
bool has_main() {
    bool TF = false;
    for(int i=0; i < symbol_table.size(); i++) {
        Function *f = &symbol_table[i];
        if (f->name == "main")
            TF = true;
    }
    return TF;
}

std::string create_temp() {
    static int num = 0;
    std::string value = "_temp" + std::to_string(num);
    num += 1;
    return value;
}

std::string decl_temp_code(std::string &temp) {
    return std::string(". ") + temp + std::string("\n");
}
```