



# Milestone 3 ( of 3 )

**Softwareprojekt Compilerbau (19517e)**

**Instructor: Prof. Dr. Elfriede Fehr**

**Free University Berlin**

**Institute of Computer Science**

# Outline

## General Goals

Task

Specification & Interfaces

## Team Javabite

Team & Results

## Team FUC

Team & Results

## Crosstesting

# Task

## Modularized Compiler Framework

### Modules

Lexer, Parser, Semantical Analyzer,  
Code Generation, Backend

### User Interface

Error reporting and **Visualisation** of data  
structures like AST and TAC

## Two Module Sets

### Modules

intercompatibility

### Targets

**LLVM & JVM**

## Clear Interface Design

### Implementation

implementing by spec and  
verification by runtime cross tests

# Specification & Interfaces

## Documentation & Source

**Github Wiki & Issues** history and discussion

**Shared**

**Interface Library** common

**Interfaces** modules and data structures

## Language

**types** bool, long, double, string, array, struct

**control** if-else, while, do-while

**I/O** no input, UTF-8 output

# History

## Three Milestones

- Milestone 1**      Arithmetic, Return, Declarations, Assignments
- Milestone 2**      Logic, Print, If-Else
- Milestone 3**      Blocks, Arrays, Loops, AST-Visualization
- Nice 2 Have**      Records, more GUI-stuff

## Interface Design Process

Iterative based on milestone feature sets

1. Proposals
2. Discussion with members of both teams on Github
3. Changes
4. Decision

# Modules

## Lexer

Input	UTF-8 character stream
Output	Token stream (Type, Value, Line, Column)

## Parser

Input	Token stream (consumed token by token)
Output	AST, Reports

## Semantical Analyzer

Input	AST
Output	wellformed AST, Reports

# Modules

## Code Generator

Input	wellformed AST
Output	TAC as list of Quadruples

## Backend

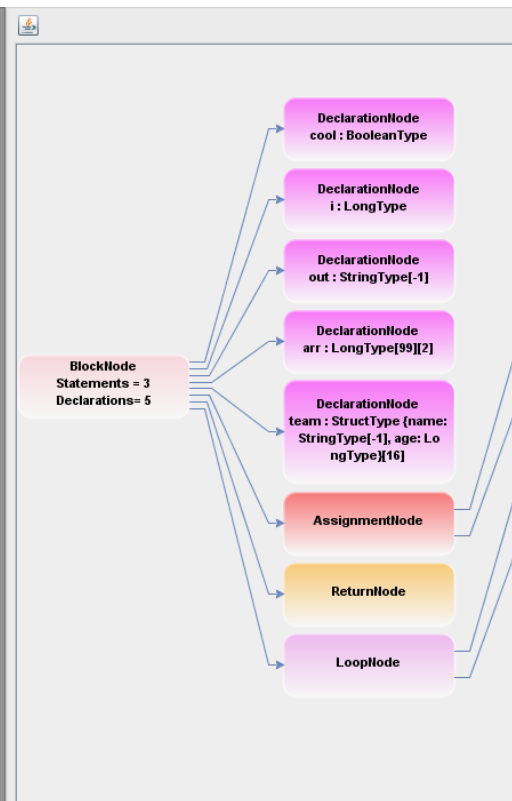
Input	TAC
Output	streams of targetcode

```

Javabite Compiler - showCase.prog
File Visual [Run] [Undo] [Redo]
1 bool cool;
2 long i;
3 string out;
4 long[99][2] arr;
5 record {
6     string name;
7     long age;
8 } [16] team;
9
10 i = 0;
11
12 return;
13
14 while (i < 16) {
15     team[i].name = "Player " + i;
16     team[i].age = i + 20;
17     out = team[i].name + " (Age: " + team[i].age + ")\n";
18     print out;
19     i = i + 1;
20 }

```

Console	Compiler Log	Report Log		
Type	Start	End	Message	
Error	UNREACHABLE_CODE	12:1	12:8	Non-reachable code



# TEAM JAVABITE



# Outline

The Team

The Tools

The Modules

- Lexer

- Parser

- Semantical Analyser

- Code Generator

- Backend

The GUI

# The Team

## 4 Teams + Organizer

### Lexer + GUI

Damla, Ferhat, Sebastian

### Parser + Semantical Analyzer + AST-Visualization

Till, Ahmet, Mahmoud, Khalid

### Intermediate Code Generator

Florian, Vivienne, Alpin, Yang

### Backend

Marco, Eike, Robert

## Organization

### Weekly meeting

status updated and task planning

### Communication

Mail, Github, Skype

# The Tools

## Source & Documentation

Git / Github

## IDE

Eclipse

## Build

Gradle

# The Modules - Lexer

## Complex Java-Regex

Java-Regex  $\supset$  Regular Expressions

Helper Token

Java Regex  $\rightarrow$  Automaton (Matcher)

```
TRUE(TokenType.TRUE, "true(?:!\w)"),  
FALSE(TokenType.FALSE, "false(?:!\w)"),
```



```
(?<TRUE>true(?:!\w))|(?<TRUE>false(?:!\w))
```

# The Modules - Parser

## Grammar

LR-Automaton

derivates word

applicable for arbitrary LR-parsable grammar

AST generated by derivation-driven SDT

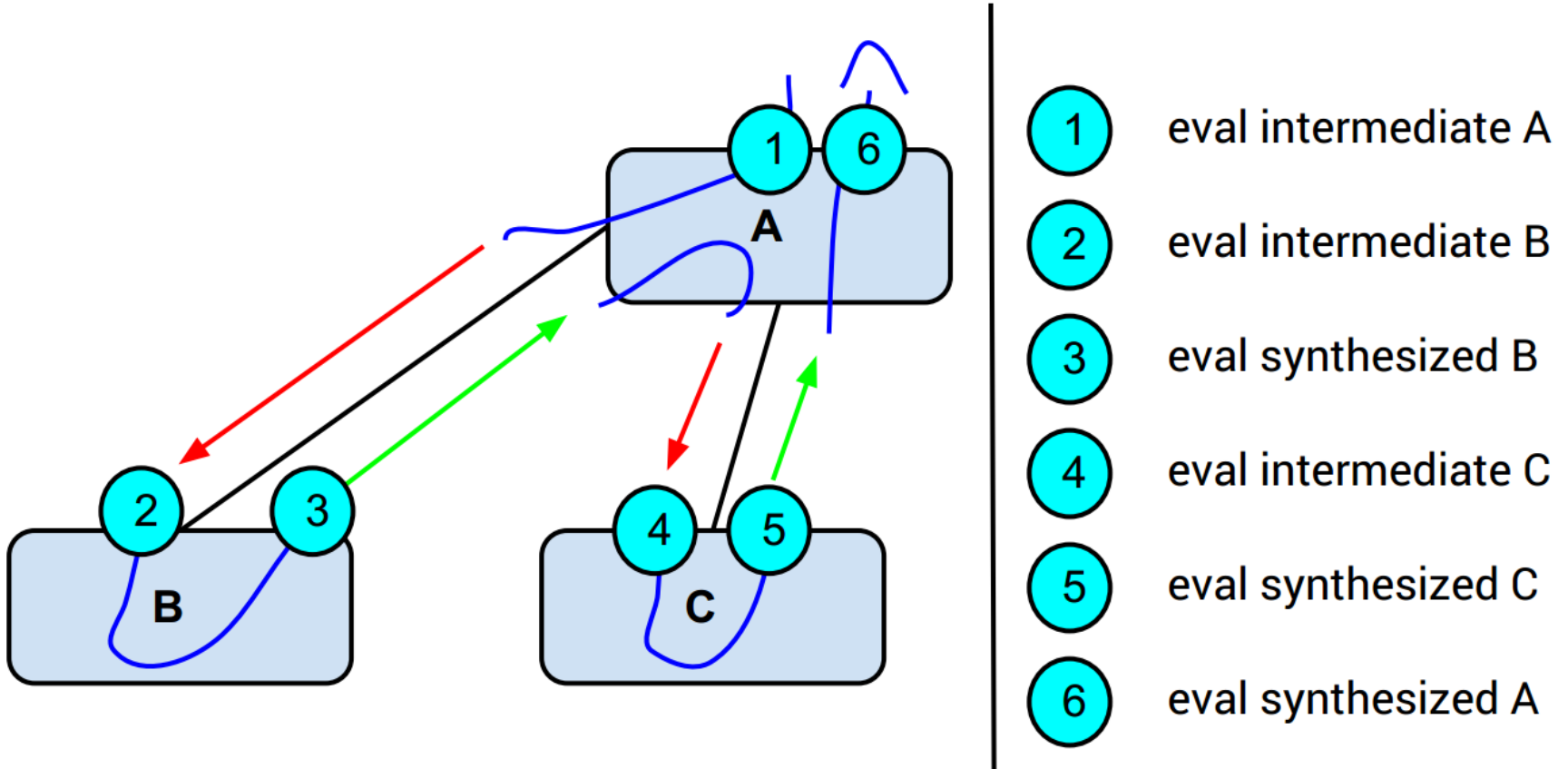
## Possible issues

word is not in grammar

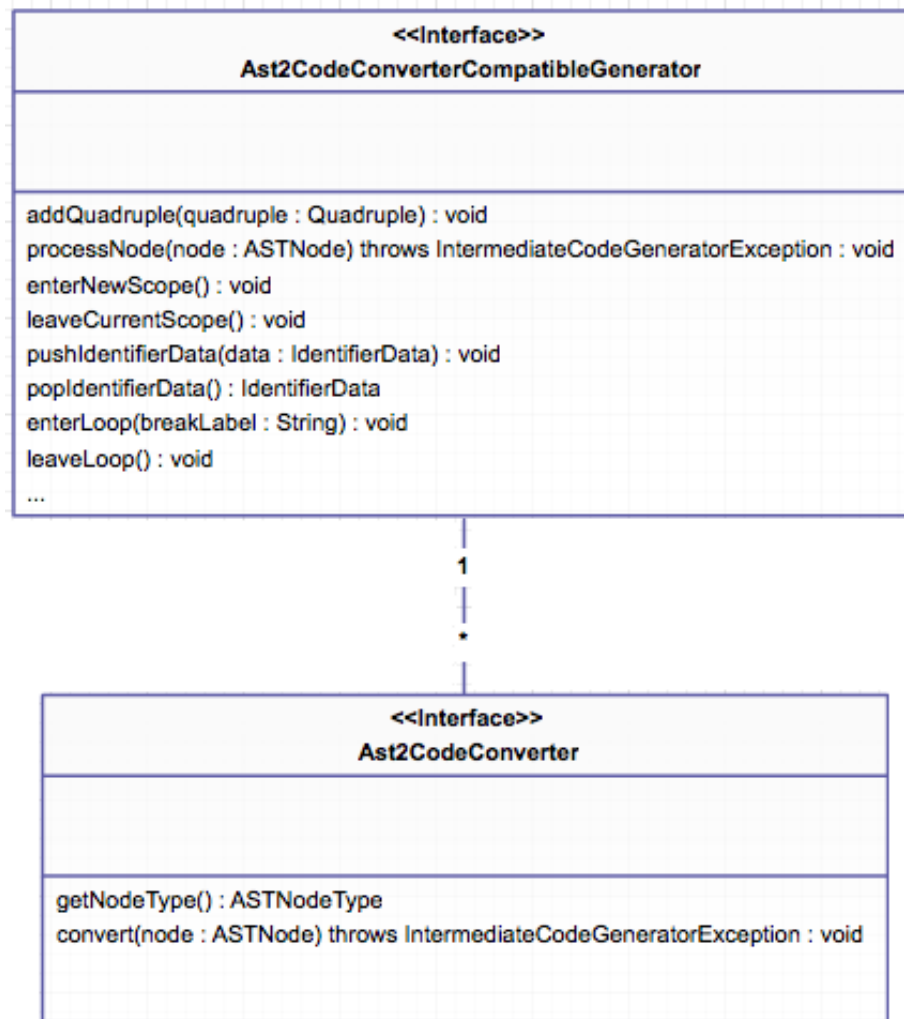
ambiguous derivation ( dangling-else )

( handle unrecognized tokens)

# The Modules - Semantical Analyzer



# The Modules - Code Generation



# The Modules - Backend

## Target

JVM 1.5

## Classfile

Structure defined by Java® Virtual Machine Specification

Narrowed to necessary

## Translator

TAC preprocessing

TAC to ByteCode

## Tools

javac / javap

jclasslib (integrated in GUI)

hexdump (integrated in GUI)



# The GUI

## Features

Syntax Highlighting + TokenType-Tooltips

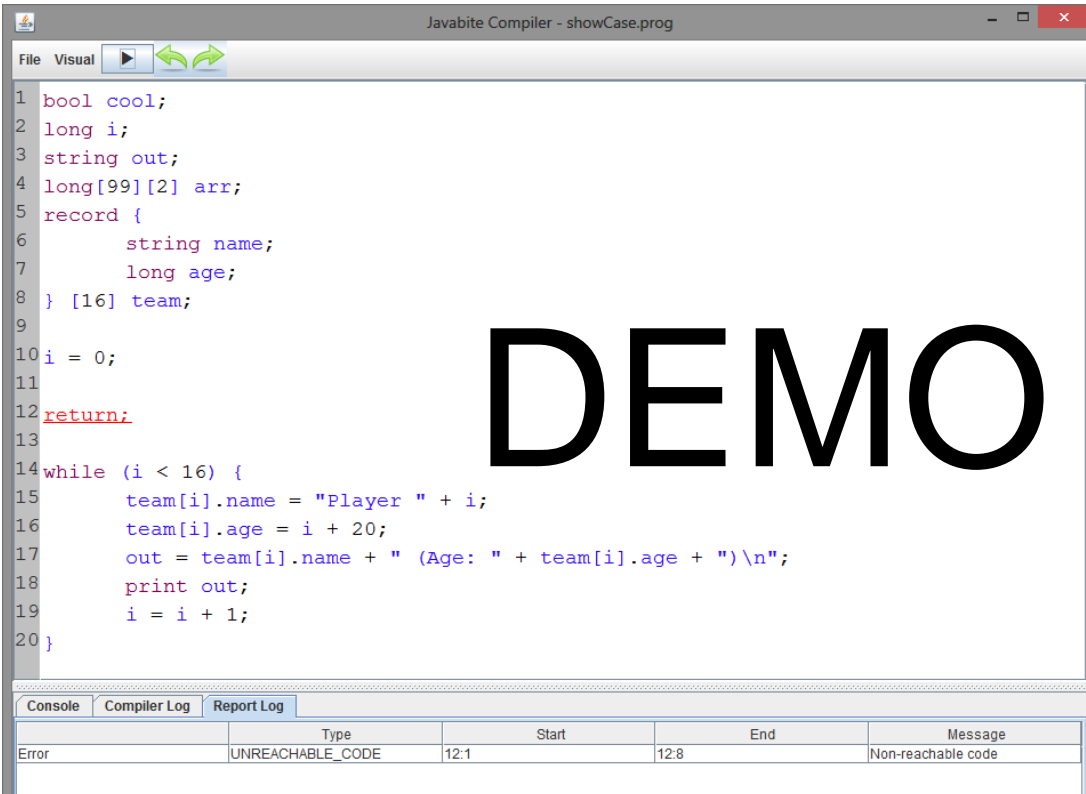
Error Feedback

AST-/TAC-/Byte-Code-Visualization

Java-Byte-Code-Execution

Partly configurable

# The GUI

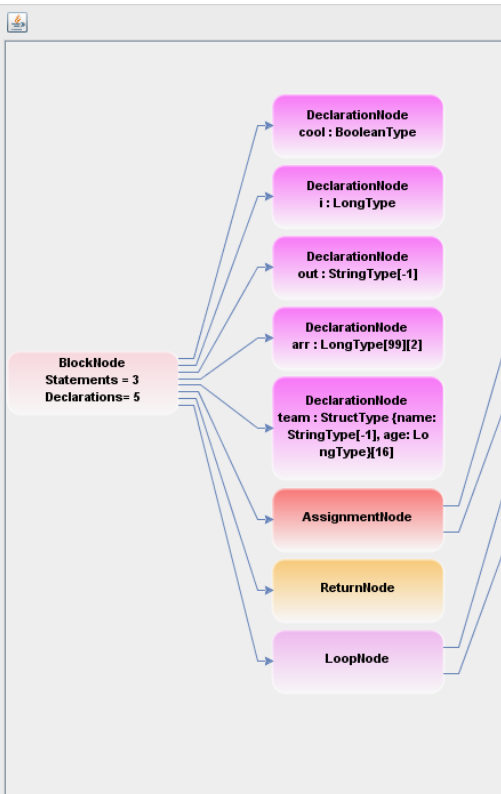


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# DEMO



# Lessons learned

teams should have equal strength

-> good decision, hard to reach

check specs extensively

-> details

use tools know to team members

-> learning effort

## The Conclusion

all necessary  
features  
+  
records

# Q&A