## Example templates for code generation

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#### Labels

- Make unique labels by appending counters.
- Generally make labels first, since code is generated recursively.

### If statements

if  $\langle expression \rangle$  then  $\langle statement1 \rangle$  else  $\langle statement2 \rangle$ 

```
code for (expression)

cmp "(expression)-result", "true"

jne elsepart

code for (statement1)

jump endif

elsepart:

code for (statement2)

endif:
```

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#### While statements

while  $\langle expression \rangle$  do  $\langle statement \rangle$ 

whilestart: code for (expression) **cmp** "(expression)-result", "true" **jne** whileend code for (statement) **jump** whilestart whileend:

#### New statements

 $new~\langle \mathrm{id}\text{-}expression\rangle~of~length~\langle expression\rangle$ 

code for (expression) (code for out-of-memory check) **move** "heap-counter", "address of (id-expression)" add the value of (expression) to heap-counter

## Index expressions

(id-expression) [ (expression) ]

code for (expression) (code for range checks) look up address of (id-expression) compute final address

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#### Addition expressions

 $\langle expression1 \rangle + \langle expression2 \rangle$ 

code for (expression1) place result in temporary code for (expression2) place result in temporary add temporaries place result in temporary

## Function definitions

Code must be generated according to the stack frame convention. Make sure function labels are all produced in advance.

```
code for local functions
startfunc:
code for variable declarations
code for start-of-function
code for function body
endfunc:
code for end-of-function
```

# **Return statements**

return (expression)

code for (expression) move "(expression)-result", %eax jump to label of end-of-function code