CS 536 — Spring 1998

Programming Assignment 4
CSX Type Checker

Due: Tuesday, April 14, 1998

Not accepted after Tuesday, April 21, 1998

You are to write member functions and classes that implement a type checker for CSX programs. Your main program will call your CSX parser. If the parse is successful, it will call the type checker. The CSX source program to be compiled is named on the compiler's command line and error messages are written to standard output. Skeletons for the type checker module may be found in the directories `~cs536-1/public/proj4/c++` and `~cs536-1/public/proj4/java`.

The Type Checker

The type checker will be implemented as an AST member function, operating on an abstract-syntax tree built by the CSX parser. The type checker should produce an error message for each scoping and type error in the program represented by the AST, and should return a boolean value indicating whether the AST had any type or scoping errors.

The scope rules of CSX are similar to those of C++ and Java. A program consists of a single named class. All members within the class (fields and methods) are static (in the Java sense). Further, all members must have distinct names. Local declarations (within a method or statement block) override any global declaration, but any one identifier may be declared only once in any particular scope. Parameters of a method are considered local declarations within that method's body.

All identifiers, whether class members, or local declarations, must be declared before they are used. The last member declaration must be a method named `main` with no arguments and no result type; as in Java, execution will commence with this method.

You must print an error message if a use of an undeclared identifier is found or if an identifier is redeclared within the same class, method body, or statement block. (The class name is external to all other scopes; it *never* conflicts with any other declaration.)

An identifier may denote class name, a label, a field (either a variable or a constant), a method, a parameter of a method, or a local variable or a local constant. Local variables and constants, fields, functions (methods that return a value) and parameters may be of type `int`, `bool`, or `char`. Variables (fields or locals) and parameters may be arrays of `int`, `bool`, or `char` values.

The type and scope rules of the CSX language require the following:

- Arithmetic operators may be applied to `int` or `char` values; the result is of type `int`.

- Logical operators (`&&`, `||`, and `!`) may be applied only to `bool` values; the result is of type `bool`.
- Relational operators (==, <, >, !=, <=, >=) may be applied only to a pair of arithmetic values (`int` or `char`) or to a pair of `bool` values; the result is of type `bool`.
- Relational operators *can* be applied to `bool` values; by definition, `false` is less than `true`.
- The scope of a field declared in the CSX class comprises all fields and methods that follow it; no forward references to fields not yet declared are allowed.
- The scope of a method comprises its own body and all methods that follow it. Recursive calls are allowed, but calls to methods not yet declared are not allowed.
- The scope of a local variable or constant declared in a method or block comprises all fields and statements that follow it in the method or block; no forward references to locals not yet declared are allowed.
- A formal parameter of a method is considered local to the body of the method.
- An identifier may only be declared once within a class, method or block. However, an identifier already declared outside a method or block may be redefined locally.
- The type of a constant is the type of the expression that defines the constant's value.
- The type of a control expression (in an `if` or `while` construct) must be `bool`.
- `Int`, `bool` and `char` values, `char` arrays and string literals may be written.
- Only `int` and `char` values may be read.
- The types of an assignment statement's left- and right-hand sides must be identical. Entire arrays may be assigned if they are have the same size and component type. A string literal may be assigned to a character array if both contain the same number of characters.
- The size of an array parameter is not known at compile-time. Hence all size restrictions involving the assignment of array parameters are enforced at run-time.
- The types of an actual parameter and its corresponding formal parameter must be identical.
- Arrays may only be passed as reference parameters.
- Assignment to constant identifiers (fields or locals) is illegal.
- Only identifiers denoting *procedures* (methods without a result type) may be called in statements.
- Only identifiers denoting *functions* (methods with a result type) may be called in expressions. The type of a function call is the result type of the function.
- `Return` statements with an expression may only appear in functions. The expression returned by a `return` statement must have the same type as the function within which it appears.
- `Return` statements without an expression may only appear in procedures.
- Any expression (including variables, constants and literals) of type `int`, `char` or `bool` may be type-cast to an `int`, `char` or `bool` value. These are the only type casts allowed.

- An identifier that labels a `while` statement is considered to be a local declaration in the scope immediately containing the `while` statement. No other declaration of the identifier in the same scope is allowed.
- An identifier referenced in a `break` or `continue` statement must denote a label (on a `while` statement). Moreover, the `break` or `continue` statement must appear within the body of the `while` statement that is selected by the label.
- A method of no arguments named `main` must appear in the class that constitutes a CSX program.
- The size of an array (in a declaration) must be greater than zero.
- Only expressions of type `int` or `char` may be used to index arrays.

To prevent one type error from causing multiple error messages, you should assume that the result of an arithmetic operation is always `int`, and that the result of a logical or relational operation is always `bool`, even when an operand is type-incorrect. For example, the following expression should produce only one error message:

```
(true + 3) + 4
```

Use the line and column numbers contained in AST nodes to improve the specificity of your error messages; try to make them as informative as possible.

How to Proceed

To implement the type checker you'll need to implement a block-structured symbol table. Walk the AST recursively, executing the member function `checkTypes`(). When you encounter identifiers in declarations, you'll create symbol table entries for them. When you encounter uses of identifiers you'll look them up in the symbol table. In this way all uses of an identifier `b` will access the declaration corresponding to `b`, even though that declaration may be far removed from the uses.

The skeletons in `~cs536-1/public/proj4/c++` and `~cs536-1/public/proj4/java` contain a complete type checker for CSX-lite, extended to include variable declarations and print statements. Look over `typechecker.cc` or `ast.java` to see how type checking is organized. Note that `checkTypes`() for each particular AST node simply enforces the scope and type rules that pertain to the construct the AST node represents.

The root node of an AST (a `csxLiteNode` or `classNode`) contains a special boolean-valued member function `isTypeCorrect`(). This function calls its own `checkTypes` function (which recursively walks the entire AST). After `checkTypes` completes, `isTypeCorrect` checks to see if any scoping or type errors have been discovered, and returns a corresponding boolean value.

If an AST node has subtrees, those subtrees will usually be recursively type checked while type checking a parent node. For nodes that represent constructs that are expected to have a type, (expressions, identifiers, literals, etc.) it is convenient to add **`type`** and **`kind`** fields to the node.

Possible values for `type` include `Integer` (`int`), `Boolean` (`bool`), `Character` (`char`), `String`, `Void`, `Error` and `Unknown`. `Void` is used to represent objects that have no declared type (e.g., a label or procedure). `Error` is used to represent objects that should

have a type, but don't (because of type errors). `Unknown` is used as an initial value, before the type of an object is determined.

Possible values for `kind` include `Var` (a local variable or field that may be assigned to), `Value` (a value that may be read but not changed), `Array`, `ValueParm` (a by-value parameter), `RefArray` (a by-reference array parameter), `Method` (a procedure or function) and `Label`.

Most combinations of `type` and `kind` represent something in CSX. Hence `type==Boolean` and `kind==Value` is a `bool` constant or expression. `type==Void` and `kind==Method` is a procedure (a method that returns no value).

Type checking procedure and function declarations and calls requires some care. When a method is declared, you should build a linked list of `(type,kind)` pairs, one for each declared parameter. When a call is type checked you should build a second linked list of `(type,kind)` pairs for the actual parameters of the call. You compare the lengths of the list of formal and actual parameters to check that the correct number of parameters have been passed. You then compare corresponding formal and actual parameter pairs to check if each individual actual parameter correctly matches its corresponding formal parameter.

For example, if we had the declaration

```
p(int a, bool b[]){ ...
```

and the call

```
p(1,false);
```

we'd create the parameter list `(Integer, ValueParm), (Boolean, RefArray)` for `p`'s declaration and the parameter list `(Integer, Value),(Boolean, Value)` for `p`'s call. Since a `Value` can't match a `RefArray`, we can determine that the second parameter in `p`'s call is incorrect.

What to hand in

Hand in listings of the `typechecker.cc` and `main.cc` (for C++) or `ast.java` and `proj4.java` (for Java). Also hand in runs using all the test programs included in `~cs536/public/project4/tests`. These programs will be named `test1.csx, test2.csx,`....

As was the case for Project 3, your program should take a text file on the command line. This file is first parsed, then the resulting abstract syntax tree is type checked.

We've created a directory for you using your login in `~cs536-1/public/proj4/handin`. Copy into your handin directory a `README` file (this is optional), a `Makefile` (this is required), and all source files (`.cc` or `.java` files) necessary to build an executable version of your program. Do not hand in executables or `.class` files. For C++ projects, name the executable your `Makefile` creates `proj4`; for Java name the class that contains your `main` `proj4.java`. We'll run your type checker on a variety of our own test programs.