CS 536 — Fall 2013

**CSX Code Generation Routines**

Part IV

**CSX Class Body**

We first generate the Jasmin class header declarations. A shared field CLASS is set to the name of the CSX class. Next, we generate field declarations. We then generate a method defintion for main(String []), which is the standard starting point for JVM executions. This method contains non-trivial field initializations and a call to main(), the standard CSX starting point. Finially, methods are translated.

 void visit(classNode n) {

 currentMethod = null; // We're not in any method body (yet)

 CLASS = n.className.idname;

 // generate:

 // .class public CLASS

 // .super java/lang/Object

 // Generate field declarations for the class

 this.visit(n.members.fields);

 // generate:

 // .method public static main([Ljava/lang/String;)V

 // Generate non-trivial field declarations

 this.visit(n.members.fields);

 // generate:

 // invokestatic CLASS/main()V

 // return

 // .limit stack 2

 // .end method

 // Finally translate methods

 this.visit(n.members.methods);

 }

**Methods**

We’ll assume that if we’re currently translating an AST node that’s within a method declaration (that is, “under” a methodDeclNode) then a shared field currentMethod points to that methodDeclNode. If we’re not within a method declaration then currentMethod is null.

Calls are straightforward to translate. We first translate the parameter list, pushing each actual parameter onto the stack. We then “call” the appropriate method. Because Jasmin requires that a method name in a call must contain type codes for the parameters and return value, we will build the appropriate code using the overloaded utility routine buildTypeCode. If an integer function f is called with a single integer parameter, it has a type code code of "f(I)I". Since we look at the types of the parameters actually used in the call, overloaded methods are correctly handled.

String typeCode(typeNode type){

 // Return type code

 if (type instanceof intTypeNode)

 return "I";

 else if (type instanceof charTypeNode)

 return "C";

 else if (type instanceof boolTypeNode)

 return "Z";

 else // (type instanceof voidTypeNode)

 return "V";

}

String typeCode(Types type){

 // Return type code

 switch (type){

 case Integer:

 return "I";

 case Character:

 return "C";

 case Boolean:

 return "Z";

 case Void:

 return "V";

 }

}

String buildTypeCode(argDeclNode n) {

 if (n instanceof valArgDeclNode)

 return typeCode(((valArgDeclNode) n).argType);

 else // must be an arrayArgDeclNode

 return

 arrayTypeCode(((arrayArgDeclNode) n).elementType);

}

String buildTypeCode(argDeclsNode n){

 if (n.moreDecls.isNull())

 return buildTypeCode(n.thisDecl);

 else

 return buildTypeCode(n.thisDecl)+

 buildTypeCode((argDeclsNode) n.moreDecls);

}

String buildTypeCode(exprNode n){

 if (isArray(n.kind))

 return arrayTypeCode(n.type);

 else return typeCode(n.type);

}

String buildTypeCode(argsNode n){

 if (n.moreArgs.isNull())

 return buildTypeCode(n.argVal);

 else return buildTypeCode(n.argVal) +

 buildTypeCode((argsNode) n.moreArgs);

}

String buildTypeCode(String methodName,

 argsNodeOption args, String returnCode){

 String newTypeCode = methodName;

 if (args.isNull())

 newTypeCode = newTypeCode + "()";

 else newTypeCode = newTypeCode + "(" +

 buildTypeCode((argsNode) args) + ")";

 return newTypeCode + returnCode;

}

void visit(argsNode n) {

 // Evaluate arguments and load them onto stack

 this.visit(n.argVal);

 this.visit(n.moreArgs);

}

void visit(callNode n) {

 // Evaluate args and push them onto the stack

 this.visit(n.args);

 // Generate call to method, using its type code

 String typeCode =

 buildTypeCode(n.methodName.idname, n.args,

 n.methodName.idinfo.methodReturnCode);

 genCall(CLASS+ "/" + typeCode);

}

The translation of fctCallNodes is essentially identical to that of callNodes.

Return statements within a function will evaluate the return value onto the stack and then do an ireturn. Return statements within a procedure generate a return.

void visit(returnNode n) {

 if (n.returnVal.isNull())

 // generate: return

 else { // Evaluate return value

 this.visit(n.returnVal);

 // generate: ireturn

 }

}

Within methods, each parameter and local variable will be assigned a “local variable index,” starting at zero. A field numberOfLocals, within a method’s SymbolInfo node, will track how many locals have been allocated an index.

void visit(argDeclsNode n) {

 // Label each method argument with its address info

 this.visit(n.thisDecl);

 this.visit(n.moreDecls);

}

void visit(valArgDeclNode n) {

 // Label method argument with its address info

 n.argName.idinfo.adr = local;

 n.argName.idinfo.varIndex =

 currentMethod.name.idinfo.numberOfLocals++;

}

void visit(arrayArgDeclNode n) {

 // Label method argument with its address info

 n.argName.idinfo.adr = local;

 n.argName.idinfo.varIndex =

 currentMethod.name.idinfo.numberOfLocals++;

}

void visit(methodDeclNode n) {

 currentMethod = n; // We’re in a method now!

 n.name.idinfo.numberOfLocals = 0;

 String newTypeCode = n.name.idname;

 if (n.args.isNull())

 newTypeCode = newTypeCode + "()";

 else newTypeCode = newTypeCode + "(" +

 buildTypeCode((argDeclsNode) n.args) + ")";

 newTypeCode = newTypeCode + typeCode(n.returnType);

 n.name.idinfo.methodReturnCode = typeCode(n.returnType);

 // generate:

 // .method public static newTypeCode

 this.visit(n.args); // Assign local variable indices to args

 // Generate code for local decls and method body

 this.visit(n.decls);

 this.visit(n.stmts);

 // generate default return at end of method body

 if (n.returnType instanceof voidTypeNode)

 // generate: return

 else { // Push a default return value of 0

 loadI(0);

 // generate: ireturn

 }

 // Generate end of method data;

 // we’ll guestimate stack depth needed at 25

 // (almost certainly way too big!)

 // generate: .limit stack 25

 // generate: .limit locals n.name.idinfo.numberOfLocals

 // generate: .end method

}

We need to extend visit methods for varDeclNode, constDeclNode and arrayDeclNode to handle local variables.

void visit(varDeclNode n){

if (currentMethod == null) // A global field decl

 if (n.varName.idinfo.adr == none)

 // First pass; generate field declarations

 declField(n);

 else { // 2nd pass; do field init (if needed)

 if (! n.initValue.isNull())

 if (! isNumericLit(n.initValue)) {

 // Compute init value & store in field

 this.visit(n.initValue);

 storeId(n.varName);

 } }

 else {// Process local variable declaration

 // Give this var an index equal to numberOfLocals

 // and remember index in symbol table entry

 n.varName.idinfo.varIndex =

 currentMethod.name.idinfo.numberOfLocals;

 n.varName.idinfo.adr = local;

 // Increment numberOfLocals used in this method

 currentMethod.name.idinfo.numberOfLocals++;

 // Do initialization (if necessary)

 if (! n.initValue.isNull()){

 this.visit(n.initValue);

 storeId(n.varName);

} } }

void visit(constDeclNode n) {

 if (currentMethod == null) // A global const decl

 if (n.constName.idinfo.adr == none)

 // First pass; generate field declarations

 declField(n);

 else {// 2nd pass; do field initialization (if needed)

 if (! isNumericLit(n.constValue)) {

 // Compute init value & store in field

 this.visit(n.constValue);

 storeId(n.constName);

 } }

 else {// Process local const declaration

 // Give this variable an index equal to numberOfLocals

 // and remember index in symbol table entry

 n.constName.idinfo.varIndex =

 currentMethod.name.idinfo.numberOfLocals;

 n.constName.idinfo.adr = local;

 // Increment numberOfLocals used in this method

 currentMethod.name.idinfo.numberOfLocals++;

 // compute and store const value

 this.visit(n.constValue);

 storeId(n.constName);

 }

}

void visit(arrayDeclNode n) {

 // Create a new array and store resulting reference

 if (currentMethod == null) { // A global array decl

 if (n.arrayName.idinfo.adr == none) {

 // First pass; generate field declarations

 declField(n);

 return;

 }

 } else {

 // Process local array declaration

 // Give this variable an index equal to numberOfLocals

 // and remember index in symbol table entry

 n.arrayName.idinfo.varIndex =

 currentMethod.name.idinfo.numberOfLocals;

 n.arrayName.idinfo.adr = local;

 // Increment numberOfLocals used in this method

 currentMethod.name.idinfo.numberOfLocals++;

 }

 // Now create the array & store a reference to it

 loadI(n.arraySize.intval); // Push size of array

 allocateArray(n.elementType);

 if (n.arrayName.idinfo.adr == global)

 storeGlobalReference(n.arrayName.idinfo.label,

 arrayTypeCode(n.elementType));

 else storeLocalReference(n.arrayName.idinfo.varIndex);

}

Finally, we handle blocks. Local declarations are allocated within the frame of the enclosing method.

void visit(blockNode n) {

// Generate code for block decls and body

 this.visit(n.decls);

 this.visit(n.stmts);

}