Project Comments

Compiling Arrays

```
int num1;
int num2;
int i;
int num3[11];
num1 = 10 + 2;
num2 = 20 * 3 + num1;
i = 7;
num3[i] = 500;
num1 = num2 + num3[i] * 10;
print num1;
print num2;
print num3[i];
```

Compiling Arrays

- Keep an attribute in the symbol table that indicates the size of the array.
- Use this information to generate a directive to allocate space for the array
- This works for global arrays

num3: .space   44

CodeGen

An old version of saveSeq and restoreSeq were included in yacc4 CodeGen.c. You should add the new line **code = NULL;** in both. This only causes problems when these functions are used and no registers are currently being used so you might not have seen the problem.

Lines 141, 142, 143 and 166, 167, 168 should now look like

```
scnt = 0;
save = NULL;
code = NULL;
```

Other Comments

- Last day to demo homework 3 is Monday April 26

- Test programs