AD-A044 366 NAVAL POSTGRADUATE SCHOOL MONTEREY CALIF F/G 9/2

AN EXTENDED BASIC COMPILER WITH GRAPHICS INTERFACE FOR THE PDP---ETC(U)

JUN 77 M D ROBERTSON

UNCLASSIFIED NL

1 OF 3

AD A044 366

OF 3

4366

NAVAL POSTGRADUATE SCHOOL

Monterey, California

THESIS

An Extended Basic Compiler with
Graphics Interface for the
PDP-11/50 Computer

by

Michael David Robertson

June 1977

Thesis Advisor: Lyle V. Rich

Approved for public release; distribution unlimited.

SECURITY CLASSIFICATION OF THIS PAGE (When Data Entered)

REPORT DOCUMENTATION PAGE		READ INSTRUCTIONS BEFORE COMPLETING FORM
1. REPORT NUMBER	2. GOVT ACCESSION NO.	3. RECIPIENT'S CATALOG NUMBER
4. TITLE (and Subtitle) An Extended Basic Compiler with Graphics Interface for the PDP-11/50 Computer.		5. TYPE OF REPORT & PERIOD COVERED Master's Thesis; June 1977
		6. PERFORMING ORG. REPORT NUMBER
7. AUTHOR(s) Michael David Robertson		8. CONTRACT OR GRANT NUMBER(s)
9. PERFORMING ORGANIZATION NAME AND ADDRESS Naval Postgraduate School Monterey, California 93940		10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS
11. CONTROLLING OFFICE NAME AND ADDRESS Naval Postgraduate School Monterey, California 93940		12. REPORT DATE June 1977
		13. NUMBER OF PAGES 210
14. MONITORING AGENCY NAME & ADDRESS(if different from Controlling Office) Naval Postgraduate School Monterey, California 93940		15. SECURITY CLASS. (of this report) Unclassified
		15a. DECLASSIFICATION/DOWNGRADING SCHEDULE

16. DISTRIBUTION STATEMENT (of this Report)

Approved for public release; distribution unlimited.

17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report)

18. SUPPLEMENTARY NOTES

19. KEY WORDS (Continue on reverse side if necessary and identify by block number)

Programming language
Compiler
Graphics

20. ABSTRACT (Continue on reverse side if necessary and identify by block number)

The design and implementation of an extension to the Basic programming language for use on the PDP-11/50 computer system has been described. The implementation consists of a compiler which generates code to be assembled and loaded into the computer system. An interface with C programs in the system library, which allows extended Basic to perform as an extensive graphics language, has been discussed. The design goals,

DD FORM 1 JAN 73 1473 EDITION OF 1 NOV 65 IS OBSOLETE
(Page 1) S/N 0102-014-6601

SECURITY CLASSIFICATION OF THIS PAGE (When Data Entered)

251 450

solutions, and recommendations for further expansion of the system have been presented. The compiler was implemented in the C-programming language with the UNIX operating system as supported by the PDP-11/50 at the Naval Postgraduate School Computer Laboratory.

Approved for public release; distribution unlimited

An Extended Basic Compiler with Graphics Interface for the PDP-11/50 Computer

by

Michael David Robertson
Lieutenant, United States Navy
B.S., University of Oklahoma, 1972

Submitted in partial fulfillment of the requirements for the degree of

MASTER OF SCIENCE IN COMPUTER SCIENCE

from the

NAVAL POSTGRADUATE SCHOOL
June 1977

Author ______________________________

Approved by: ______________________________
Thesis Advisor

____
Second Reader

____
Chairman, Department of Computer Science

____
Dean of Information and Policy Sciences

ABSTRACT

The design and implementation of an extension to the Basic programming language for use on the PDP-11/50 computer system has been described. The implementation consists of a compiler which generates code to be assembled and loaded into the computer system. An interface with C programs in the system library, which allows extended Basic to perform as an extensive graphics language, has been discussed. The design goals, solutions, and recommendations for further expansion of the system have been presented. The compiler was implemented in the C-programming language with the UNIX operating system as supported by the PDP-11/50 at the Naval Postgraduate School Computer Laboratory.

CONTENTS

ACKNOWLEDGEMENTS

The extensive work leading to the successful culmination of this thesis began with a class project for the students of Computer Science section CS52 while taking course CS 4113, Compilers. For their pioneering spirit in the inception of the Basic compiler, I am deeply indebted. LT Lyle Rich, their instructor, continued to work with the Basic compiler and is largely responsible for its successful implementation. Without his guidance and considerable knowledge of the PDP-11 Computer System, this thesis would not be possible.

I. INTRODUCTION

A. HISTORY OF THE BASIC LANGUAGE

The Beginner's All-Purpose Symbolic Instuction Code (BASIC) was developed at Dartmouth College to provide a simple, interactive language for liberal arts students with specific applications in scientific computation. In order to meet this goal, only a limited vocabulary of instructions was included in the original definition of Basic. There was no concept of data typing and there were no default conditions to memorize. The interactive nature of programming provided an ideal man/machine interface for creating and debugging programs, while the features of the language were well-suited for the expression of engineering and mathematics problems. Since this environment satisfied the needs of a wide range of potential computer users, Basic was procured for adaptation by a number of universities and commercial firms. In particular, timesharing service bureaus expanded computer usage among non-computer specialists by providing its customers with the Basic language. This led to the development of numerous dialects of Basic and to many extensions intended to satisfy the unique needs of various users [1].

As the use of Basic increased and extensions to the language became more widespread, the need for standardization became an industry wide concern. In 1974, this concern finally led to the formation of the X3J2 committee of the American National Standards Institute which was tasked with formulating a proposed standard for the Basic programming language. The result of an extensive effort was the Proposed American National Standards Institute (ANSI) report on a proposed standard for Minimal Basic [2]. The proposed standard established a minimum set of features which should be included in the implementation of a Basic language processor. While the proposed standard provided arithmetic and very simple string processing capabilities, it did not consider the more extensive features, i.e. multi-program interfacing and extensive predefined functions, which had initially led to the need for standardization. In a recent article [3], Lientz compared the different commercially available Basic language processors. This survey indicated that most Basic processors provided similar features and included extensive facilities beyond those in the proposed ANSI standard.

B. OBJECTIVES OF THE EXTENDED BASIC LANGUAGE

Extended Basic was designed to provide all the arithmetic processing features of the proposed standard for Basic as well as extensions and enhancements to the language for use at the Naval Postgraduate School. These extensions included multi-dimensional arrays, logical operators for numeric and string quantities, string manipulation, and sequential access to external files. Further, extended Basic retained the original concepts of Dartmouth Basic while freeing the programmer from many of the original limitations. Enhancements included improved control structures and features to enhance increased readability. Extended Basic also attempted to maintain grammatical compatibility with existing extensions to Basic, particularly those in use at the Naval Postgraduate School.

An additional goal of extended Basic was to provide non-computer scientists with a more managable high level language capable of interfacing with other subsystems supported on the PDP-11 at Naval Postgraduate School. Examples of such subsystems are the procedures which drive the various graphics devices found in the computer laboratory. The primary UNIX system graphics language is C [11] which provides support for the subsystems in the PDP-11.

Currently included within UNIX are a dialect of Fortran [12], the Fortran preprocessor [13] RATFOR, an interpreter for a highly specialized dialect of Basic [14], produced by Bell Laboratories [4], Digital Equipment Corporation's FORTRAN IV PLUS, and the UNIX assembler [7]. None of these languages were entirely suited to this special graphics environment as they existed in the system. Extended Basic is an easily learned language which is readily adaptable to the student environment and enhances the graphics capabilities in the laboratory.

Unlike many existing implementations, extended Basic was not implemented as a purely interpretive language. A source program is compiled, generating an assembly language file. This code is then assembled and loaded with the Basic library, and other libraries as specified by the user, including the C library, the various graphics device libraries, and any user designed libraries which may exist for particular implementations. The compilation, assembly and loading actions are called by a program, LBAX, which is resident in the UNIX system. Usage of the program is described in Appendix II.

II. LANGUAGE SPECIFICATION

In the following section, the Dartmouth Basic language and the ANSI proposed standard will be reviewed, followed by a discussion of the features of extended Basic which differ from Dartmouth Basic and the proposed ANSI standard. These features include extended arithmetic processing, improved readability, expanded control structures, string manipulation, external file access, and program access to system software for graphics interface.

A. THE PROPOSED STANDARD FOR BASIC

1. Dartmouth Basic

Dartmouth Basic is a statement oriented language. Each statement consists of a line number and a command. Data is either numeric real or character string with no distinction being made between types of numeric data. Identifiers terminated by a dollar sign refer to string variables, while all other identifiers reference numeric quantities. Identifiers consist of only a single letter or a letter followed by a dollar sign. Arithmetic operations, defined on numeric data only, are represented by the infix operators +, -, *, /, and ↑ (exponentiation). Unary operations are defined by the prefix operators + and -. Both data types may be compared using the infix relational operators <, <=, >, >=, and <>. One and two dimensional numeric arrays are supported. Finally, a limited number of predefined algorithms perform elementary function evaluation [5]. These include ABS, ATN, COS, EXP, INT, LOG, RND, SGN, SIN, SQR, and TAN. A complete description of these predefined functions is presented in Appendix I.

Dartmouth Basic is intended to be an interactive language with both editing and program execution occuring in the same environment. Therefore, most Dartmouth style Basic implementations rely on line numbers to play an important part in the editing function of Basic.

2. The Proposed ANSI Standard

The proposed ANSI standard [2] incorporates all the features of Dartmouth Basic and adds the following statements:

ON	RANDOMIZE	DEF
OPTION	STOP	

With the exception of the OPTION statement, most existing Basic implementations include all of these additional features. These extensions are described as they exist in this implementation in Appendix I. The OPTION statement is used to specify whether the lower bound of an array is zero or one.

Most existing Basic language processors go well beyond the proposed ANSI standard to provide file-handling ability, formatted output, string manipulation, matrix operations, and a multitude of predefined functions. The survey by Lientz [3] documents these extensions for many large and mini-computer manufacturers, and for a number of timesharing services.

B. FEATURES OF THE EXTENDED BASIC LANGUAGE

Extended Basic was designed to maintain compatibility with the proposed ANSI standard while extending the language to incorporate such features as string processing and external file access. Enhancements were also included to provide additional control structures and increased readability. In this section the features of extended Basic which do not appear in the proposed ANSI standard will be discussed. Appendix I includes a complete description of the language.

1. Arithmetic Processing

Extended Basic adds to arithmetic processing by supporting multiple dimensional arrays. All arrays must be dimensioned prior to usage in the program and the same identifier may not serve as both an array, whose elements are subscripted, and a simple non-subscripted variable. Logical binary operators AND, OR, XOR (exclusive or), and the unary operator NOT are provided for the logical evaluation of numeric and string expressions. The relational operators ¬=

and != (not equal) have been added to the set of logical operators for compatability with existing languages. User-defined functions, defined using a DEF statement, may have any number of parameters. However, as with FORTRAN, every function must have at least one parameter. Functions must be defined prior to appearance. While functions may refer to other functions within the body of the definition, recursive references are not permitted.

The OPTION statement is not implemented. Since the lower bound of every array is always zero and there are n+1 elements allocated by the compiler for every array, the user is provided the OPTION feature by default. Due to the manner in which the UNIX system effects external system calls, undimensioned subscripted variables should not be used, as is conditionally allowed in Dartmouth Basic and the proposed ANSI standard.

Arithmetic constants may be written in either integer or decimal form. All constants are viewed internally as double precision floating point numbers. Scientific notation is not implemented. Numeric constants are output in decimal form only. The columnar width of numeric output may be specified using the COL function. If columnar width is not specified, COL defaults to 10 columns. If the value exceeds the prescribed width, the field is filled with a string of question marks.

2. Readability

Readability has been improved by increasing variable name length, permitting free form input with statement continuation, and by not requiring line numbers on all statements in the program. Historically, Basic permitted variable names consisting of a single letter or a letter followed by a number. This makes large programs difficult to understand and debug. Extended Basic allows variable names to consist of up to four alpha-numeric characters of both upper and lower case, except string variables which should include '$' in the second or third character position. Predefined functions may be written in upper or lower case; however, all characters in the name must be of the same case.

Basic traditionally has restricted each statement to one line. Extended Basic provides the "at" sign (@) as a continuation character, allowing multiple program lines to appear as one statement to the compiler. This is particularly valuable when using nested IF statements with the ELSE clause followed by another IF statement. All of the members of the primary IF statement could not be physically contained on one line on conventional timesharing input/output devices. The following example demonstrates the improved readability provided by continuation:

```
if x = y then @
    z = x(i,i) @
else @
    if x > y then @
        z = w(i,i) - x @
    else @
        z = w(i,i) - y
```

Both Dartmouth and the proposed ANSI Basic include mandatory statement labeling because of the interactive editing feature of Basic. Extended Basic does not use internal interactive editing and subsequent program execution. Changes are made to the program source code, using the UNIX text editor and subsequently recompiling the program. Thus line labels are only necessary for use in control structures. Examples of limited line labeling are found in the example programs at the end of this section.

The TAB function has not been implemented. The use of commas and semicolons to force columnation is not effective. Partial consistancy with the proposed standard has been maintained by providing a continuation flag for output. When a semicolon appears at the end of a print statement, newline is not invoked, and the next output from a print statement will immediately follow the existing output.

3. Control Structures

Extended Basic has expanded the control structures included in standard Basic. These structures consist of the FOR, IF, GOTO, GOSUB, ON, STOP and RANDOMIZE statements. Extended Basic significantly increases the power of the IF statement by providing an optional ELSE clause and by allowing an executable statement to follow the THEN and the ELSE. An executable statement is further defined in Appendix I. Any such executable statement may be used within an IF statement. Additionally, the IF statement, which is classified as a simple statement, may be used in the same manner as an executable statement in the ELSE clause. Thus IF statements may be nested to an infinite depth; however, only one executable statement may exist at the deepest level.

4. String Processing

Extended Basic contains features which provide for general string manipulation. Strings are created dynamically, may vary in length to a maximum of 255 characters, and may be subscripted to one dimension to create a vector of strings. The predefined function LEN returns the current length of a string. All string variables and string array elements are initialized as null strings with a length of zero. Strings may be created and associated with a variable using the replacement operator (=), an INPUT statement, or a READ statement. A string entered from the console or read from an external file may not be enclosed in quotation marks, but should be delimited by newlines. A string entered from the console or redirected by system editing through an external file may be terminated by a quotation mark or the newline symbol, '\n', which is equivalent to the ASCII line feed control character. Strings appearing in a data statement within the program must be enclosed in quotation marks since they form an integral part of the program. An additional feature of extended Basic allows comparison of string variables and extraction of substring segments.

Strings are compared using the same relational operators used for numeric data. Two strings are equal if and only if the strings have the same length and contain identical characters.

Substring extraction is accomplished using substring notation, i.e. A$(m¦n). This expression returns the substring of string variable A$ beginning at character position m and extending for a length of n characters.

Other predefined functions are provided to facilitate processing strings. The CHR$ function converts a numeric argument into a single ASCII character while ASC converts the first character of a string argument into a numeric value.

5. Files

Data may be transferred between an extended Basic program and external storage using the file processing feature. The OPEN statement identifies files and prepares them for access. The general form of an OPEN statement is:

OPEN (<external file number>,<access mode>) <file name>

where the <file name> is a character string, which is called a pathname in the UNIX heirarchical file system. If a file exists in the external file system with the name represented by the pathname, then that file is opened. Otherwise, a file is created with that name provided the <access mode> specifies writing. Each file currently in use is assigned a unique <external file number> by the programmer. This file number is used for all further references to the file while it remains open for access. Data is transmitted between the external file and the extended Basic program using the READ and PRINT statements with the <file option>:

READ # <file option>; <read list>

PRINT # <file option>; <expression list>

The <file option> specifies the file desired by referencing the <external file number> defined by a preceeding OPEN statement. Access to a file may be terminated by the CLOSE statement. End-of-file may be determined with an IF END statement which has the following form:

IF END # <external file number> THEN <valid statement>

The <valid statement> may be any statement or expression which is permissible with a standard IF statement.

6. Standard Input/Output

Standard input and output files are organized sequentially. The standard input file is a linear sequence of numeric and string data items separated by commas and newlines. Each reference to a sequential file retrieves the next data item with READ #, or writes another data item with PRINT #. With each READ, the variables in the read list are assigned values from the input. Line terminators are treated as record terminators. There is no concept of a traditional record since each record may be of indefinite length, limited only by the medium through which the record is created.

Likewise, with each PRINT command, values from the expression list are written to the file. The expressions are written to the standard output as ASCII strings separated by spaces except for the last data item in the list which is followed by a newline. The use of newlines in this manner allows files to be displayed using system utilities and also allows files created with a text editor to be read by extended Basic programs.

Since data type-checking is not accomplished, the sequence of item data types in the expression list should match the sequence of item data types in the external file. Mismatched data types will return undesirable values. Numeric data types reading string values will return a sequence of zeros. String data types reading numeric values will return a string of numbers.

Data may be appended to external files by specifying the append access mode when an OPEN statement is used. This allows additional data items to be written at the end of the specified file. An OPEN specifying write access will create a new file if one does not already exist, or will reopen an existing file, overwriting and destroying any pre-existing data.

7. External Interface

This version of extended Basic was designed primarily to enhance user ability to program with a simplistic language which could interface with other subsystems available within the UNIX environment. This was accomplished by creating the EXTERN and CALL statements.

The EXTERN statement defines, within the Basic program, those existing external subroutines which will be used for any software implementation.

Examples of subroutines which may be used are POW and PRINTF [9]. POW returns the value of the variable x raised to the power of y, performing floating point exponentiation. PRINTF converts, formats and prints all arguments after the first argument, and under the control of the first argument.

These subroutines would be defined in a Basic program by:

```
extern  pow(double,double)
extern  printf(&char,double,integer)
```

While these example procedures exist in the UNIX system library, it is not necessary to use only existing procedures. The user may create procedures for specific needs by writing and compiling unique procedures in the C language [11], and including the loadable version of the procedure as a parameter when the system compile command for Basic, LBAX, is issued.

Once a procedure has been defined as external, it may be used in the Basic program by using the CALL statement. It would appear in the program as:

```
call    pow(x,y)
call    printf(a$,sum,prod)
```

Examples of programs using the EXTERN and CALL statements are provided in the next section.

C. EXAMPLE PROGRAMS

1. Quadratic Factors

This example program computes the factors of a quadratic equation.

```
rem quad factors of 6th degree polynomial, Bairstow method
    dim a(9),b(9),c(9)
    data 0,1,-17.8,99.41,-261.218
    data 352.611,-134.106
    data 0,0,.00001,20,5
    print "Demonstration program output"
    for i = 3 to 9
        read a(i)
    next i
    read r1, s1, test, lim, n
    print "The original polynomial -"
    print "Power of x     Coefficient"
    j = 9 - n
    for i = j to 9
        m = 9 - i
        print m,"    ", a(i)
    next i
    print "The quadratic factors are -"
    b(1) = 0
    b(2) = 0
    c(1) = 0
    c(2) = 0
    r = r1
    s = s1
5    knt = 1
6    for j = 3 to 9
        b(j) = a(j) + r*b(j-1) + s*b(j-2)
        c(j) = b(j) + r*c(j-1) + s*c(j-2)
    next j
    dnm = c(7)↑2 - c(8)*c(6)
    if dnm != 0 goto 1
    r1 = r1 + 1
    s1 = s1 + 1
    goto 5
1    delr = (-b(8)*c(7)+c(6)*b(9))/dnm
    dels = (-c(7)*b(9)+b(8)*c(8))/dnm
    r = delr + r
    s = dels + s
    if (abs(delr) + abs(dels) - test) <= 0 go to 3
    if (knt - lim) < 0 go to 2
    print "Does not converge after ",lim," iterations."
    stop
2    knt = knt + 1
    go to 6
3    print "x↑2 + ",r," x + ",s
    n = n - 2
    tval = n - 2
    if tval < 0 then @
        print b(6)," x + ",b(7)
    if tval = 0 then @
        print b(5)," x↑2 + ",b(6)," x + ",b(7)
    if tval > 0 go to 4
    stop
4    for k = 3 to 9
```

```
a(k) = b(k-2)
next k
go to 5
end
```

2. Magic Figures

This program draws random symmetric figures on the TEKTRONIX graphics device. It uses four externally defined graphics routines which are located in the TEKTRONIX library. They are NEWPAG, ANMODE, INITT, and FINITT [9]. NEWPAG erases the screen and returns the alphanumeric cursor to the HOME position, the upper left hand corner of the screen [10]. ANMODE sets the cursor to the alphanumeric mode. INITT requires one argument parameter specifying the character transmission rate between the computer and terminal to determine the delay to the screen when erasure is being performed. FINITT clears the buffers and moves the pointer to the position indicated by the two parameters. The externally defined procedure PLOT moves the pointer to the x,y coordinates indicated by the arguments and plots a point at that location. The sixth externally defined routine is MOVE. These procedures are user defined, and are located in the user's external file area. MOVE causes the pointer to be moved across the screen without drawing on the surface.

```
extern  newpag()
extern  anmode()
```

```
    extern  initt(integer)
    extern  finitt(integer,integer)
    extern  plot(integer,integer)
    extern  move(integer,integer)
    print "welcome to Magic -- enter your two numbers"
100 input "number one ";fm
     input "number two ";fm2
    call initt(960)
    call newpag()
    d=10
    h
    c=fm
    z=0
    i=0
3    b=rad(z-90)
    x=cos(b)*d+512
    y=sin(b)*d+380
    if i <>0 go to 4
    call move(4*x,4*y)
    go to 5
4    call plot(4*x,4*y)
5    z=z+c
    c=(-1)*c*fm2
    fm2=1/fm2
    i=1
    d=d+fm/90
    a=a+fm
    if a <27500 go to 3
    call move(0,4*780)
    call anmode()
    go to 100
    end
```

I. IMPLEMENTATION

A. SYSTEM DESIGN

The extended Basic compiler was designed around a table-driven parser which checks statements for correct syntax and generates assembly code written into a UNIX file. This code is assembled and loaded together with requested and required libraries, and other user defined program segments, by the assembler and loader when called by the executive program, LBAX, located in the system library.

The decision to compile the source program and then assemble the intermediate language was based on the following consideration: formal parsing techniques could be used to analyze the syntax of the source program making extensions to the language relatively easy. In this case, an LALR parser-generator YACC [6], was used to automatically generate the parse tables for the language.

The following sections discuss the design of the extended Basic compiler and the implementation of the system executive program. Source listings of the programs are contained in the Program Listing section of this thesis.

B. COMPILER STRUCTURE

1. Compiler Organization

The compiler structure requires one pass through the source program to produce an intermediate assembly language file. This pass writes all numeric constants to the numeric constant list, determines the size of the symbol table and inserts symbols with associated attributes, outputs intermediate level code to a file based upon parse actions and semantics, resolves external calls and produces the code for access to external files.

The intermediate level code is the UNIX assembly language. The formated output program, to be loaded and executed, is in the proper format for an assembly program. The format consists of text, data, and bss segments [7].

The text segment contains all the executable instructions and unmodified data. The data segment may contain text, but always contains initialized data which may be modified during execution. The bss segment contains uninitialized data areas and is an extension of the data segment.

The data segment contains the buffers for external file manipulation as illustrated in Figure 1. The number of buffers may not exceed fifteen and is determined by the OPEN actions in the parser. The length of each buffer is 518 bytes, six of which are utilized by the system Input/Output commands and 512 of which contain the string of data.

Compiler Output
Memory Map

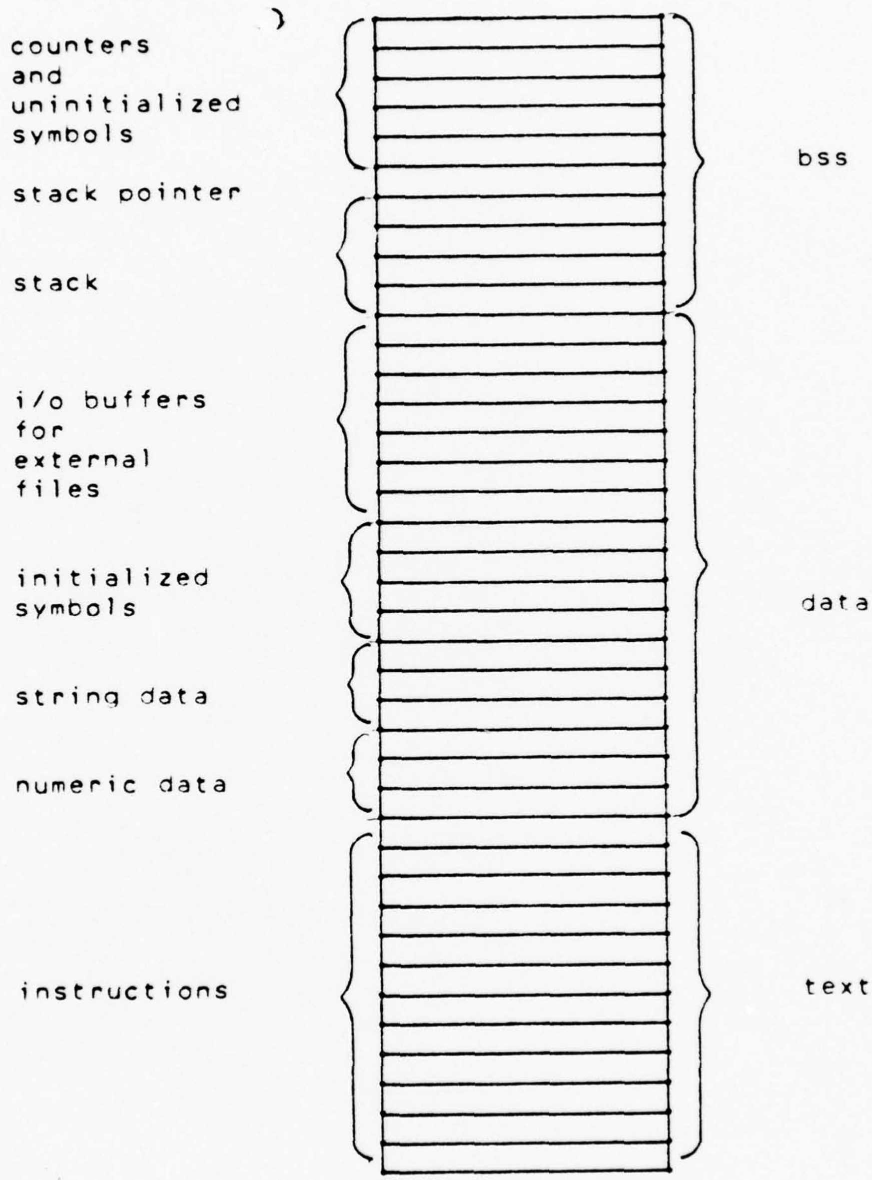


Figure 1

The Basic run-time "stack" is established in the bss segment by the compiler and is fifty bytes in length. It uses the "last in, first out" concept and grows downward toward the data segment.

1. Scanner

The scanner analyzes the source program, returning a sequence of tokens to the parser. In addition, the scanner processes data statements and recognizes continuation characters. Analysis of the first non-blank character in the input stream determines the general class of the next token. The remainder of the token is then scanned, placing each successive character into one of the accumulator vectors, ID or NUMSTR, used for identifier and numeric items respectively.

If the scanner recognizes an identifier, it searches the reserved word list to determine if the identifier is a reserved word. If found, the token associated with that reserved word is returned to the parser.

In the event the token is not a reserved word, it is validated from the symbol table returning an error code, if not defined, or the symbol table location index number, if defined. In order to be a valid member of the symbol table, an identifier must be a numeric-identifier, string-identifier, function-identifier, array identifier, or built-in function. Whenever a symbol not defined in the symbol table is encountered, it is verified to be a proper identifier, occurring in a valid position in the input string, and is then inserted into the symbol table.

If the scanner recognizes a token as a numeric constant, the number list is searched to determine if the number is already stored. If the number is not an element of the list, it is inserted into the literal numbers table with its appropriate identifying attributes.

2. Symbol Table

The symbol table contains attributes of program and compiler generated entities such as identifiers and function names. The information stored in the symbol table is created and referenced by the compiler to verify that the program is semantically correct and to assist in code generation. Access to the symbol table is provided through a number of procedures operating on the globally defined symbol table variables.

The symbol table is a C language structure as illustrated in Figure 2. It may contain up to 200 individual elements which are accessed as members of an array, or may be identified by the attributes stored in each structure element vector.

The final elements of the symbol table contain the names of the built-in (or predefined) functions. The symbol table grows downward with subsequent symbols preceeding

Symbol Table Structure

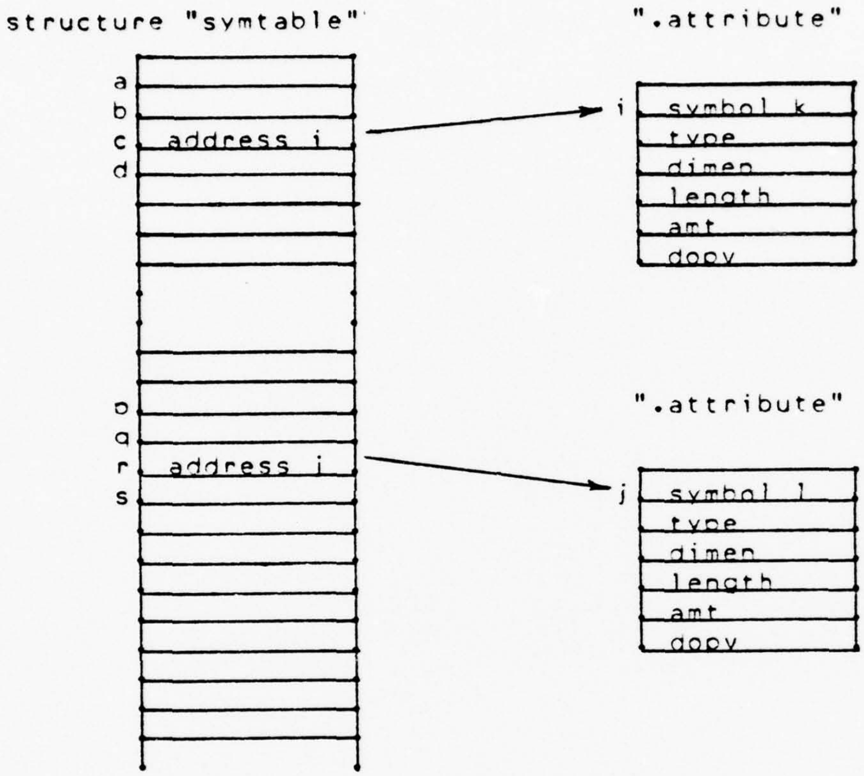


Figure 2

the built-in function symbol names. Individual elements of the symbol table are located by any of a number of attributes as illustrated in Figure 2. Each entry in the symbol array refers to a structure consisting of six elements. Symbols may be selected based upon the entries in any one of the elements or any combination of elements.

The attributes of a symbol are:

Symbol. The null terminated string of characters representing the symbol.

Type. A numeric value which characterizes a symbol (-1 through 10)

- the null parameters of external variables
- a numeric identifier
- a numeric array
- a string identifier
- a string array
- a programmer defined function
- a numeric built-in function
- a string built-in function
- a simple format
- a numeric format
- a numeric string built-in function
- an external variable

Dimension. The dimension of an array, the number of parameters for a function.

Length. The length of a string.

Dope Vector. The index of the first element of the array's dope vector as found in the dope array called DOPE.

Amount. When used with built-in functions, this indicates whether or not the built-in function is being used. For arrays, this contains the number of elements in a numeric array, or the number of bytes in a string array.

The symbol table is operated on using specialized procedures. LOOKUP is called with a pointer which identifies a symbol string. It invokes COMPAR repeatedly, working upward from the first symbol through the built-in function list. COMPAR compares two string arguments. If the string is found, LOOKUP returns the element number of the symbol. Otherwise -1 is returned. INSERT is called with a pointer argument to a symbol string. The string is copied into the next available table element and all the attribute elements are set to zero. When the scanner determines the symbol type, the attributes are set to the appropriate values.

1. Constant List

The constant list stores literal numbers in a C language structure as illustrated in Figure 3. It may contain up to 200 different literal numbers which may be accessed as members of an array, or by determining the characteristics of each element's unique attributes. Each entry in the constant list refers to a structure of five elements, which contain the various attributes.

The attributes of a constant are:

Value. The actual value of the constant, stored in both double precision floating point and integer form.

Declaration. This identifies the context in which a number was first encountered which may be of type floating point or integer, determined by the presence of a decimal point in the input string. For code generation only the floating point form is used.

Use. This determines whether the value has been used as a number, a statement label, which may precede any statement, or a label, which is the statement label to which a branch statement or control structure refers.

In the C environment, a real number which is read as data for an integer variable is truncated to integer form. Similarly, an integer number read as data for a real variable is transformed to real notation. When a value is

Constant Table Structure

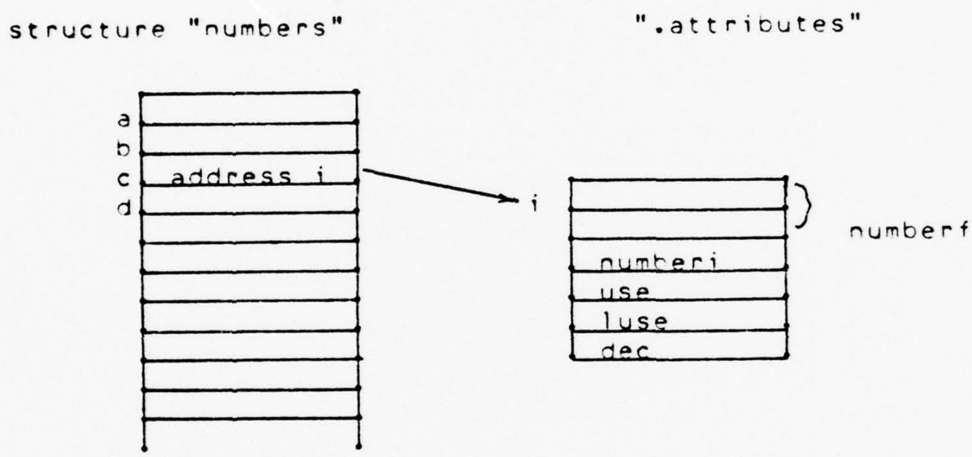


Figure 3

stored in the Basic constant list, it is stored in both forms, thus requiring a flag indicating the proper form to be accessed when the number is used during execution of the program. While the compiler produces output which performs arithmetic operations with double precision floating point numbers only, labels and statement labels should be of integer form.

1. External Files

External file management is implemented using the UNIX system calls OPEN and CLOSE, and system routines GETC and PUTC [9].

Each time the parser encounters an OPEN statement, a flag is set in an element of the compiler array FDS, which contains a file descriptor status for each external file. The element number corresponds directly to the referenced external file. In the event a command to CLOSE a previously unopened file occurs, an error flag is set for the corresponding file. Similarly, efforts to READ from or PRINT to an unopened file will cause an error flag to be set in the FDS array. These errors are reported after the scanner completes its function, during the acceptance actions of the compiler.

While the parser is generating assembly code, the string name of each referenced file is inserted as a constant in the assembly source program. This provides the string argument which is required as one of the parameters for the UNIX system routine OPEN.

2. Parser

The parser is a table-driven pushdown automaton. It receives a stream of tokens from the scanner and analyzes them to determine if they form a sentence in the extended Basic grammar. As the parser accepts tokens, one of three actions will be performed. It may stack the token and continue to analyze the source program by fetching another token, or the parser may determine that it has recognized the right part of one of the productions of the language and cause a reduction to take place. Finally, the parser may determine that the current string of tokens does not produce a valid right part for a production and thus produces a syntax error message.

3. Code Generation

In addition to verifying the syntax of source statements, the parser also acts as a transducer by associating semantic actions with reductions. Each time the parser determines that a reduction should take place, the procedure SEMANT is called with the number of the production passed as a parameter. The constant list contains the information required to perform the semantic action associated with the selected production. The action may include generation of assembly language code and operations such as symbol table manipulations and updating of the parse arrays. Some productions have no semantic actions associated with them.

In the following section, the syntax of the language is listed in BNF notation [8]. A listing of the grammar with appropriate semantic actions is provided in the program listing following the appendices of this thesis. The token 'cr' means carriage return.

a. Extended Basic Language Structure

The overall structure of the extended Basic language is defined by the following syntax equations:

```
(1)  <program> ::= <statement list> <end statement>

(2)  <statement list> ::= <simple statement>
(3)                      |<statement list> <simple statement>

(4)  <end statement> ::= <statement label> END cr
(5)                     |END cr

(6)  <simple statement> ::= <statement label> <exec state> cr
(7)                        |<statement label>
                                 <if statement> cr
(8)                        |<statement label>
                                 <data statement> cr
(9)                        |<statement label>
                                 <def statement> cr
(10)                       |<statement label>
                                 <rem statement> cr
(11)                       |<statement label>
                                 <extern statement> cr
(12)                       |<for statement>
(13)                       |<dim statement>
(14)                       |<exec state> cr
(15)                       |<if statement> cr
(16)                       |<data statement> cr
(17)                       |<def statement> cr
(18)                       |<rem statement> cr
(19)                       |<extern statement> cr
(20)                       |<error> cr
(21)                       |cr
```

```
(22) <exec state> ::= <read statement>
(23)                  |<restore statement>
(24)                  |<open statement>
(25)                  |<close statement>
(26)                  |<input statement>
(27)                  |<readf statement>
(29)                  |<print statement>
(30)                  |<write statement>
(31)                  |<stop statement>
(32)                  |<on statement>
(33)                  |<branch statement>
(34)                  |<let statement>
(35)                  |<call statement>
```

b. Assignment Statements and Expressions

The following syntax equations are for properly formed assignment statements and expressions. The types of operands which are acceptable with each of the binary operators is shown in Table 1. The operand for the unary operators + and - must be numeric quantities. The operand for the unary operator NOT must be a logical quantity. The grammar rules cause a check to be made, insuring that the above semantic rules are followed.

Checks are also made to insure that subscripted variables are dimensioned before being used, that the correct number of subscripts is provided, that each subscript is of type numeric, and that a subscripted variable is not used as a FOR loop index. Likewise, checks are make on the number and type of parameters in a function call to insure they match the function definition. In rule (46) the '¦' appears literally in the equation.

```
(36) <let statement> ::= <string let>
(37)                     |<numeric let>
```

```
(38) <string let> ::= LET <string ref> = <string exp>
(39)                 |<string ref> = <string exp>

(40) <string ref> ::= <string id>
(41)                 |<substring ref>
(42)                 |<string array ref>
(43)                 |<sarray subst ref>

(44) <substring ref> ::= <string ref lp> <substring spec>

(45) <string ref lp> ::= <string id> (

(46) <substring spec> ::= <numeric exp> | <numeric exp> )

(47) <numeric exp> ::= <term>
(48)                  |<numeric exp> + <term>
(49)                  |<numeric exp> - <term>
(50)                  | + <term>
(51)                  | - <term>

(52) <term> ::= <primary>
(53)           |<term> * <primary>
(54)           |<term> / <primary>

(55) <primary> ::= <primary element>
(56)              |<primary> ↑ <primary element>

(57) <primary element> ::= <numeric ref>
(58)                      |<number>
(59)                      |<bif>
(60)                      |( <numeric exp> )
(61)                      |<func ref>

(62) <numeric ref> ::= <numeric id>
(63)                  |<array ref>

(64) <array ref> ::= <array ref head> <numeric exp> )

(65) (array ref head> ::= <array id> (
(66)                     |<array ref head> <numeric exp> ,

(67) <bif> ::= <string bif ref> <string exp> )
(68)          |<numeric bif ref> <numeric exp> )
(69)          |<numeric bif nparm>

(70) <string bif ref> ::= <string bif> (
(71)                     |<numeric bif ref> <numeric exp> ,

(72) <numeric bif ref> ::= <numeric bif> (
(73)                      |<numeric bif ref> <numeric exp>

(74) <string exp> ::= <string ref>
(75)                 |<string>
(76)                 |<str num bif> ( <numeric exp> )
```

```
(77) <numeric bif nparm> ::= <numeric bif>

(78) <func ref> ::= <func ref head> <numeric exp> )

(79) <func ref head> ::= <function id> (
(80)                    |<func ref head> <numeric exp> ,

(81) <string array ref> ::= <string ref lp> <numeric exp> )

(82) <sarray subst ref> ::= <sarray subst lp>
                                    <substring spec>

(83) <sarray subst lp> ::= <string array ref> (

(84) <numeric let> ::= LET <numeric ref> = <numeric exp>
(85)                  |<numeric ref> = <numeric exp>

(86) <rel exp> ::= <rel exp> XOR <rel term>
(87)              |<rel exp>  OR <rel term>
(88)              |<rel term>

(89) <rel term> ::= <rel term> AND <rel primary>
(90)               |<rel primary>

(91) <rel primary> ::= <numeric exp> <rel> <numeric exp>
(92)                  |<string exp> <rel> <string exp>
(93)                  |( <rel exp> )
(94)                  |NOT ( <rel exp> )

(95) <rel> ::=  =
(96)          | !=
(97)          | >
(98)          | <
(99)          | <=
(100)         | >=
(101)         | <>
(102)         | ¬=
(103)         | <relspec>
```

c. Control Statements

The control statements in extended Basic are defined by the following syntax equations:

```
(104) <for statement> ::= <statement label> <for clause>
                          <statement list> <next clause>
                         |<for clause> <statement list>
                               <next clause>

(105) <statement label> ::= <number>
```

```
(106) <for clause> ::= <for head> cr
(107)                 |<for head> STEP <numeric exp> cr

(108) <for head> ::= FOR <for init> TO <numeric exp>

(109) <next clause> ::= <statement label> NEXT
                                  <numeric id> cr
(110)                  | NEXT <numeric id> cr
(111)                  | NEXT cr
(112)                  | <statement label> NEXT cr

(113) <for init> ::= <numeric id> = <numeric exp>

(114) <if statement> ::= <if clause> <exec state>
(115)                   |<if clause> <else clause>
                             <exec state>
(116)                   |<if clause> <else clause>
                             <if statement>
(117)                   |<if head> <goto> <number>
(118)                   |<if clause> <number>
(119)                   |<if clause> <else clause> <number>

(120) <else clause> ::= <exec state> ELSE
(121)                  |<number> ELSE

(122) <if clause> ::= <if head> THEN

(123) <if head> ::= IF <rel exp>
(124)              |IF END # <number>

(125) <stop statement> ::= STOP

(126) <rem statement> ::= REM

(127) <on statement> ::= <on head> <label>

(128) <on head> ::= <on begin>
(129)              |<on head> <label>

(130) <on begin> ::= ON <numeric exp> <on case sel>
(131)               |ON <numeric exp> <on selector>

(132) <on case sel> ::= GOSUB
(133)                  | GO SUB

(134) <on selector> ::= THEN
(135)                  | GOTO
(136)                  | GO TO

(137) <label> ::= <number>

(138) <branch statement> ::= <gosub> <label>
(139)                       |<gotol> <label>
(140)                       |RETURN
```

```
(141) <gosub> ::= GOSUB
(142)             |GO SUB

(143) <gotol> ::= goto

(144) <goto> ::= GOTO
(145)            |GO TO
```

d. Declaration Statements

All subscripted quantities in Basic should be declared prior to use in the program. The declaration statements in extended Basic are given by the following syntax equations:

```
(146) <dim statement> ::= <sdim head> cr
(147)                     |<dim head> cr

(148) <dim head> ::= <dim sarray head> <number> )
(149)                |<dim head alp> number> )

(150) <sdim head> ::= <dim head slp> <number> )

(151) <dim sarray head> ::= <sdim head> (

(152) <dim head lp> ::= <statement label> DIM
(153)                   |DIM
(154)                   |<sdim head> ,
(155)                   |<dim head> ,

(156) <dim head slp> ::= <dim head lp> <string id> (

(157) <dim head alp> ::= <dim head lp> <numeric id> (
(158)                    |<dim head alp> <number> ,

(159) <data statement> ::= <data head> <number>
(160)                      |<data minus> <number>
(161)                      |<data head> <string>

(162) <data head> ::= DATA
(163)                 |<data head> <number> ,
(164)                 |<data minus> <number> ,
(165)                 |<data head> <string> ,

(166) <data minus> ::= <data head> -

(167) <def statement> ::= <def left part> = <numeric exp>

(168) <def left part> ::= DEF <def head> <numeric id> )
```

```
(169) <def head> ::= <function id> (
(170)                 |<def head> <numeric id> ,
```

e. Input/Output Statements

The input/output statements in extended Basic are consistant with the ANSI proposed standards. Care should be exercised in the use of punctuation in input/output statements as defined by the following syntax equations:

```
(171) <open statement> ::= <open head> <number> ) <string>

(172) <open head> ::= OPEN ( <number> ,

(173) <read statement> ::= <read head> <numeric ref>
(174)                      |<read head> <string ref>

(175) <read head> ::= READ
(176)                 |<read head> <numeric ref> ,
(177)                 |<read head> <string ref> ,

(178) <input statement> ::= <input head> <numeric ref>
(179)                       |<input head> <string ref>

(180) <input head> ::= INPUT
(181)                  |<input head> <string exp> ;
(182)                  |<input head> <numeric ref> ,
(183)                  |<input head> <string ref> ,

(184) <readf statement> ::= <readf head> <numeric ref>
(185)                       |<readf head> <string ref>

(186) <readf head> ::= <read file>
(187)                  |<readf head> <numeric ref> ,
(188)                  |<readf head> <string ref> ,

(189) <read file> ::= READ # <number> , <numeric exp> ;
(190)                 |READ # <number> ;

(191) <print statement> ::= PRINT
(192)                       |<print head> <numeric exp>
(193)                       |<print head> <string exp>
(194)                       |<print head> <format element>
(195)                       |<print head> <numeric exp> ;
(196)                       |<print head> <string exp> ;
(197)                       |<print head> <format element> ;
```

```
(198) <print head> ::= PRINT
(199)                 |<print head> <numeric exp> ,
(200)                 |<print head> <string exp> ,
(201)                 |<print head> <format element> ,
(202)                 |<print head> <numeric exp> ;
(203)                 |<print head> <string exp> ;
(204)                 |<print head> <format exp> ;

(205) <write statement> ::= <write head> <numeric exp>
(206)                      |<write head> <string exp>

(207) <write head> ::= <write file>
(208)                 |<write head> <numeric exp> ,
(209)                 |<write head> <string exp> ,

(210) <write file> ::= PRINT # <number> , <numeric exp> ;
(211)                 |PRINT # <number> ;

(212) <format element> ::= <simple format>
(213)                     |<format left part> <numeric exp>)

(214) <format left part> ::= <numeric format> (

(215) <restore statement> ::= RESTORE
(216)                        |RANDOMIZE
(217)                        |RANDOMIZE ( <numeric exp> )

(218) <close statement> ::= CLOSE ( <number> )
```

f. External Statements

The external and call statements in extended Basic are the basis of the uniqueness of this implementation. These statements provide interface capability with other system programs and procedures. They are defined by the following syntax equations:

```
(219) <extern statement> ::= <extern head>

(220) <extern head> ::= EXTERN TYPE <numeric id> <parm def>
(221)                  |EXTERN <numeric id> <parm def>
(222)                  |EXTERN & TYPE <numeric id>
                            <parm def>
(223)                  |<extern head> , <numeric id>
                            <parm def>

(224) <parm def> ::=
```

```
(225)                    | ( )
(226)                    |<parm head> TYPE )
(227)                    |<parm head> & TYPE )

(228) <parm head> ::= (
(229)                     |<parm head> TYPE ,
(230)                     |<parm head> & TYPE ,

(231) <call statement> ::= <call head> )
(231)                            |<call nhead>
(232)                            |<call head> <numeric exp> )
(233)                            |<call head> <array id> )
(234)                            |<call head> <string exp> )
(235)                            |<call head> & <numeric id> )

(236) <call head> ::= <call nhead> (
(237)                     |<call nhead> = <numeric id> (
(238)                     |<call shead> = <numeric id> (
(239)                     |<call head> <numeric exp> ,
(240)                     |<call head> <array id> ,
(241)                     |<call head> <string id> ,
(242)                     |<call head> & <numeric id> ,

(243) <call nhead> ::= CALL <numeric id>

(244) <call shead> ::= CALL <string ref>
```

Table 1

Permissable Variable Types With Binary Operators

	string	numeric
string	type 1	error
numeric	error	type 1, type 2

type 1 operands		type 2 operands	
<	>=	+	↑
<=	<>	-	and
>	=	*	or
= (assignment)		/	xor

I. RECOMMENDATIONS FOR FUTURE DEVELOPMENTS

A number of additional extensions to this Basic language could be made. These include formatted input/output, a TRACE statement for debugging, additional string processing features, scientific notation, and random access for external files.

Basic processors have traditionally implemented formatted input/output by modifying the print statement as shown below:

PRINT USING <format string> ; <expression>

The format string contains a description of the format into which the values in the expression list are to be placed. This might be implemented using the PRINTF routine in the UNIX library or by allowing the user to directly use PRINTF vice the CALL and EXTERN statements.

A TRACE instruction, similar to that provided in many COBOL implementations, would list the source program line numbers as each statement was executed and optionally print the current values of selected variables. An accompanying UNTRACE statement would disable the trace. This could be easily implemented using flags.

Additional string operators could include a search function which would determine the position of one string within another, and a substring replacement operation which would replace a substring with another (possibly null) string. String concatenation could be implemented for use in building strings by buffered input/output and using the UNIX routines GETC and PUTC.

Random access to elements of external files would be enhancing for file management, but would not greatly increase the flexibility of the existing file management methods used in graphics work. This might be accomplished by creating an array of dope vectors at the beginning of each external file. Each vector would contain the beginning address of each record and the length of the record.

Scientific notation would enhance numeric output by expanding the range of numbers which could be comfortably printed on an output page.

II. CONCLUSIONS

The extended Basic compiler presented in this thesis is a working software package. It has demonstrated that it is capable of performing graphics work in the Naval Postgraduate School Computer Laboratory, and will provide a measurable improvement to graphics efforts of both Computer Science and non-Computer Science students than was previously afforded by the UNIX system library of programming languages.

Improvements noted in the Recommendations section do not represent all possible improvements, but only those developed or generated during development and testing of this Basic compiler.

APPENDIX I - EXTENDED BASIC LANGUAGE MANUAL

Elements of extended Basic are listed in alphabetical order in this section of the thesis. A synopsis of each element is given, followed by a description and examples of its use. The intent is to provide a reference for the features of this implementation of BASIC and not to teach the BASIC language.

A program consists of one or more properly formed extended Basic statements. An END statement, which must be present, terminates the program, and additional statements are ignored. The ASCII character subset, consisting of alphanumerics and the specified special characters, is accepted.

In this section, the "synopsis" presents the general form of the element. Square brackets, [], denote an optional feature, while braces, {}, indicate that the enclosed section may be repeated zero or more times. Terms enclosed in < > are either non-terminal elements of the language, which are further defined in this section, or terminal symbols. All special characters and capitalized words are terminal symbols.

ELEMENT:

ABS predefined function

SYNOPSIS:

ABS (<expression>)

DESCRIPTION:

The ABS function returns the absolute value of the <expression>. The argument should evaluate to a floating point number.

EXAMPLES:

ABS(X)

ABS(X*Y)

ELEMENT:

ASC predefined function

SYNOPSIS:

ASC (<expression>)

DESCRIPTION:

The ASC function returns the ASCII numeric value of the first character of the <expression>. The argument should evaluate to a string.

EXAMPLES:

```
ASC(A$)

ASC("X")
```

ELEMENT:

ATAN predefined function

SYNOPSIS:

ATAN (<expression>)

DESCRIPTION:

The ATAN function returns the arctangent of the <expression>. The argument should evaluate to a floating point number.

EXAMPLES:

```
ATAN(X)

ATAN(SQRT(SIN(X)))
```

PROGRAMMING NOTE:

All other inverse trigonometric functions may be computed from the arctangent using simple identities.

ELEMENT:

CALL statement

SYNOPSIS:

```
[<line number>] CALL [ <variable> = ]
    <identifier> [ ( <expression>
   {, <expression>} )]
```

DESCRIPTION:

The CALL statement references an externally defined C procedure or function. The optional <variable> may be either a numeric identifier or a string reference. The CALL <identifier> may be up to 9 characters in length. If the <variable> is present, then the <identifier> references a function and returns a value. If the <variable> is absent, the <identifier> references a procedure and returns no value.

A CALL statement should be preceeded by an EXTERN statement defining the form and nature of the <identifier>.

A CALL statement may have an infinite number of arguments which should each be valid <expressions> evaluating to numeric or character values. Arguments may further evaluate to array pointers if previously declared as such in the EXTERN statement. If the argument is declared to be of type char, then the argument value may consist of one character. To pass a string of characters as an argument, the argument may be of type & char, which implies a vector of characters, or a character string.

If a CALL statement has no arguments, then the entire argument list may be omitted from the statement.

EXAMPLES:

```
CALL j = test1 ("test X")

call sink( ship )

call a$(3;5) = strg( less )

CALL list

call movabs (x,y)
```

PROGRAMMING NOTE:

<identifiers> may be up to nine characters in length.

ELEMENT:

CHR$ predefined function

SYNOPSIS:

CHR$ (<expression>)

DESCRIPTION:

The CHR$ function returns a character string of length 1 consisting of the character whose ASCII equivalent is the <expression> truncated to an integer modulo 128. The argument may evaluate to a floating point number.

EXAMPLES:

```
CHR$(A)

CHR$(12)

CHR$((A+B/C)*SIN(X))
```

PROGRAMMING NOTE:

CHR$ can be used to send the standard ASCII control characters such as a formfeed to the output device. The following statement would accomplish this:

```
PRINT CHR$(10)
```

ELEMENT:

CLOSE statement

SYNOPSIS:

[<line number>] CLOSE (<constant>)

DESCRIPTION:

The CLOSE statement causes the file specified by its <constant> to be closed. Before the file may be referenced again it should be reopened using an OPEN statement.

A terminal error occurs if the specified file has not previously appeared in an OPEN statement.

EXAMPLES:

```
CLOSE (1)
```

PROGRAMMING NOTE:

On normal completion of a program all open files are closed. If the program terminates abnormally it is possible that files created by the program may be lost.

ELEMENT:

COL predefined function

SYNOPSIS:

COL (<expression>)

DESCRIPTION:

The COL function defines the column width for a numeric output. The default width value is 10 digits, including the sign and the decimal point.

The COL function should be used only in a PRINT statement.

EXAMPLES:

```
print COL(12)

print COL(i*j)
```

ELEMENT:

<constant>

SYNOPSIS:

[<sign>] <integer> [.] [<integer>]

["] <character string> ["]

DESCRIPTION:

A <constant> may be either a numeric constant or a string constant. All numeric constants are stored as floating point numbers. Strings may contain any ASCII character except >, which may be represented as >.

Numeric constants may be either a signed or unsigned integer or decimal number. String constants may be up to 255 characters in length. Strings entered from the console for an INPUT statement may not contain quotes, however, a double quote or a newline may be used to terminate a string during INPUT or READ. Strings entered from a data statement should be enclosed in quotes, since they are found in the program. Strings read from a file may not contain quotes.

EXAMPLES:

10

-100.75639

"THIS IS THE ANSWER"

PROGRAMMING NOTE:

The line continuation character (@) may not be used in the program for carrying string constants to another line.

ELEMENT:

COS predefined function

SYNOPSIS:

```
COS( <expression> )
```

DESCRIPTION:

COS is a function which returns the cosine of the <expression>. The argument should evaluate to a floating point number expressed in radians.

EXAMPLES:

```
COS(B)

COS(SQRT(X-Y))
```

ELEMENT:

COSH predefined function

SYNOPSIS:

COSH (<expression>)

DESCRIPTION:

COSH is a function which returns the hyperbolic cosine of the <expression>. The argument should evaluate to a floating point number.

EXAMPLES:

```
COSH(X)

COSH(X↑2+Y↑2)
```

ELEMENT:

DATA statement

SYNOPSIS:

[<line number>] DATA <constant> {, <constant>}

DESCRIPTION:

DATA statements define floating point and string constants which are assigned to variables using a READ statement. Any number of DATA statements may occur in a program. Strings and numeric elements are stored separately. The ordering of string and number elements in a data statement need not match the ordering in the corresponding read statement. The first occurance of an element type will be read when demanded. The constants are stored consecutively for each type in a data area as they appear in the program and are not syntax checked by the compiler. Character strings should be enclosed in quotes. Data elements should be separated by commas.

Should either type of data be exhausted, a restore for that type only is generated. If a type is requested when no data is defined, a terminal error results.

EXAMPLES:

```
10 DATA 10.0,11.72,100

   DATA "This is a string.",5,10.4,"The End"
```

PROGRAMMING NOTE:

The RESTORE command may be used to reread a data line.

ELEMENT:

DEF statement

SYNOPSIS:

[<line number>] DEF <function name> (<variable>
{, <variable>}) = <expression>

DESCRIPTION:

The DEF statement specifies a user defined function which returns a floating point number. One or more arguments are passed to the function and are used in evaluating the expression. The values may be in floating point form. Recursive calls are not permitted.

The <expression> in the define statement may reference <variables> other than the dummy arguments, in which case the current value of the <variable> is used in evaluating the <expresssion>.

The first two alphanumerics of the <function name> should be FN, Fn, fN or fn. The <function name> may not exceed a total of four characters.

EXAMPLES:

```
10 DEF FNA(X,Y) = X + Y - A

   DEF FNC(A,B) = A + B - FNA(A,B) + D
```

ELEMENT

DEG predefined function

SYNOPSIS:

DEG (<expression>)

DESCRIPTION:

The DEG function converts the floating point value of the <expression> into degrees. The <expression> should evaluate to a floating point value in radians.

EXAMPLES:

DEG (3.14159 * j)

ELEMENT:

DIM statement

SYNOPSIS:

```
1) [<line number>] DIM <identifier> (<subscript list>)
           {,<identifier> (<subscript list>)}

2) [<line number>] DIM <identifier> (<constant>)
                           [ (<subscript list>) ]
           {,<identifier> (<constant>)
           [ (<subscript list>) ]}
```

DESCRIPTION:

The dimension statement statically allocates space for floating point or string arrays. String array elements may be of any length up to 32767 characters. String array length should be specified. Initially, all floating point arrays are set to zero and all string arrays are null strings. An array may be dimensioned explicitly; no default options are provided except for string arrays which default to 1 element if the <subscript list> is absent. Arrays are stored in row major order. The <subscript list> may consist of integers. All subscripts have a lower bound of 0 and an upper bound of n, for a total of n+1 elements.

The type 1 DIM statement above refers specifically to an array of numeric elements. Type 2 refers to string arrays. Both types of arrays may be combined in one DIM statement, however all the required elements in the synopsis may be present for each type.

<constant> may be included for all string arrays and may not be present for floating point arrays. String array elements point to vectors of character strings with a maximum number of characters, or string length, equal to <constant>. The <subscript list> for a string array may not have more than one element.

EXAMPLES:

```
DIM A(10,20), B(10)

DIM B$(2)(5),C(7)
```

ELEMENT:

END statement

SYNOPSIS:

[<line number>] END

DESCRIPTION:

An END statement indicates the end of the source program. If any statments follow the END statement they are ignored.

EXAMPLES:

```
10 END

   END
```

PROGRAMMING NOTE:

If a STOP statement does not preceed an END statement somewhere in the program, a STOP statement is automatically inserted before the END statement.

ELEMENT:

<exec statement>

SYNOPSIS:

```
[<line number>] CALL statement <cr>
[<line number>] CLOSE statement <cr>
[<line number>] END statement <cr>
[<line number>] EXTERN statement <cr>
[<line number>] GOSUB statement <cr>
[<line number>] GOTO statement <cr>
[<line number>] INPUT statement <cr>
[<line number>] LET statement <cr>
[<line number>] NEXT statement <cr>
[<line number>] ON statement <cr>
[<line number>] OPEN statement <cr>
[<line number>] PRINT statement <cr>
[<line number>] PRINT # statement <cr>
[<line number>] RANDOMIZE statement <cr>
[<line number>] READ statement <cr>
[<line number>] READ # statement <cr>
[<line number>] RESTORE statement <cr>
[<line number>] RETURN statement <cr>
[<line number>] STOP statement <cr>
```

DESCRIPTION:

An <exec statement> is the only allowable executable statement in an IF statement construct. <exec statements> may appear as <simple statements> throughout the program.

NOTE:

See <statement>.

ELEMENT:

EXP predefined function

SYNOPSIS:

EXP (<expression>)

DESCRIPTION:

The EXP function returns e (2.71828....) raised to the power of the <expression>. The argument should evaluate to a floating point number.

EXAMPLES:

```
EXP(X)

EXP(LOG(X))
```

ELEMENT:

<expression>

DESCRIPTION:

Expressions consist of algebraic combinations of variables, constants, and operators. The hierarchy of operators is:

1) ()
2) ↑
3) *, /
4) +, -, unary +, unary -
5) relational ops <, <=, >, >=, =, <>, ¬=, !=
   LT, LE, GT, GE, EQ, NE
6) NOT(<expression>)
7) AND
8) OR, XOR

Relational operators result in a 0 if false and nonzero (1) if true. String variables may be operated on only by relational operators. Mixed string and numeric comparisons are not permitted.

The three types of expressions are string, arithmetic and boolean.

EXAMPLES:

```
X + Y

(A <= B) OR (C$ > D$) / (A - B AND D)
```

ELEMENT:

EXTERN statement

[<line number>] EXTERN [<type>] <identifier> [(<type>
{, <type> })]

DESCRIPTION:

The EXTERN statement declares the type of procedure or function referenced by the <identifier> in a CALL statement. The <identifier> is from an externally defined library and cannot be internally redefined by the user. The EXTERN statement should preceed, and may appear at any point prior to, the CALL statement.

If the first optional <type> is missing, then that <type> defaults to integer.

The five varieties of <type> are integer, float, double, char and addr. These types may alternately be declared as arrays by preceeding the type by &, as in & integer, & float, & double, & char and & addr.

The EXTERN statement may declare an infinite number of arguments for the procedure or function.

EXAMPLES:

```
extern ginitt(integer)

extern integer move(integer,integer)

extern & char Amt( & float, & char)

extern gerase( )

extern newpag
```

ELEMENT:

FOR statement

SYNOPSIS:

```
[<line number>] FOR <index> = <expression> TO
                      <expression> [STEP <expression>]
                      <statement list>
[<line number>] NEXT [<index>]
```

DESCRIPTION:

Execution of all statements between the FOR statement and its corresponding NEXT statement is repeated until the indexing variable reaches the exit criteria. If the step is positive, the loop exit criteria is that the index exceeds the value of the TO <expression>. If the step is negative, the index should be less than the TO <expression> for the exit criteria to be met.

The <index> may be an unsubscripted variable and is initially set to the value of the first <expression>. If the exit criteria as met on initial entry, 0 executions of the loop are performed. If the STEP clause is omitted, a default value of 1 is assumed. A step of 0 may be used to loop indefinitely.

EXAMPLES:

```
FOR I = 1 TO 10 STEP 3

FOR INDX = J*K-L TO 10*SIN(X)

FOR I = 1 TO 2 STEP 0
```

ELEMENT:

<function name>

SYNOPSIS:

FN<identifier> or fn<identifier>

DESCRIPTION:

Any <identifier> starting with fn, fN, FN, or Fn refers to a user-defined function. The <function name> should appear in a DEF statement prior to appearing in an <expression>.

There may not be any spaces between the FN or fn and the <identifier>.

EXAMPLES:

```
FNA(x) = x↑2

fnAr(i,j) = i*j
```

ELEMENT:

GOSUB statement

SYNOPSIS:

[<line number>] GOSUB <line number>
[<line number>] GO SUB <line number>

DESCRIPTION:

The address of the next sequential instruction is saved on the run-time stack, and control is transferred to the subroutine labeled with the <line number> following the GOSUB or GO SUB.

EXAMPLES:

```
10 GOSUB   300

   GO SUB  100
```

ELEMENT:

GOTO statement

SYNOPSIS:

[<line number>] GOTO <line number>

[<line number>] GO TO <line number>

DESCRIPTION:

Execution continues at the statement labeled with the <line number> following the GOTO or GO TO.

EXAMPLES:

```
100     GOTO 50

        GO TO 10
```

ELEMENT:

<identifier>

SYNOPSIS:

<letter> { <letter> or <number> } [$]

DESCRIPTION:

An identifier begins with an alphabetic character followed by three alphanumeric characters. If the second or third character is a dollar sign the associated variable is of type string, otherwise it is of type floating point.

EXAMPLES:

A

B$

Xy6

PROGRAMMING NOTE:

All non-reserved identifiers may consist of any mixture of upper and lower case letters and numerics.

ELEMENT:

IF statement

SYNOPSIS:

```
[<line number>] IF <expression> GO TO <line number>

[<line number>] IF <expression> THEN <exec statement>

[<line number>] IF <expression> THEN <exec statement>
      ELSE <exec statement>
          or
      ELSE IF statement
```

DESCRIPTION:

If the value of the <expression> is not 0, the following occurs:

1) the GOTO causes an unconditional branch to <line number>, or

2) the <exec statement> following the THEN is executed.

If the value of the <expression> is 0, the following occurs:

1) either the <exec statement> or the IF statement following the ELSE is executed, or

2) the next sequential statement in the program is executed.

EXAMPLES:

```
IF A$ < B$ THEN X= Y*Z

IF (A$<B$) AND (C OR D) GO TO 300

IF J AND K THEN GOTO 11 ELSE GOTO 12
```

PROGRAMMING NOTE:

The line continuation symbol (@) may be used following the THEN or ELSE symbols to produce more readable code:

```
if x = y then @
    z = z + 1 @
else @
    print x - y
```

ELEMENT:

INPUT statement

SYNOPSIS:

```
[<line number>] INPUT [<prompt string> ;]
                <variable> {, <variable> }
                {, <prompt string>; <variable>
                {, <variable>}}
```

DESCRIPTION:

The <prompt string>, if present, is printed on the console. A prompt string may be followed by a semi-colon. A line of input data is read from the console and assigned to the variables as they appear in the variable list. Data items preceeded by prompt strings should be separated by a carriage return. Strings may not be enclosed in quotation marks.

EXAMPLES:

```
10 INPUT A,B

   INPUT "SIZE OF ARRAY?"; N, "DEFAULT VALUE?"; X

   INPUT "VALUES?"; A(I),B(I),C(A(I))

    input a$, a(i)
```

ELEMENT:

INT predefined function

SYNOPSIS:

```
INT ( <expression> )
```

DESCRIPTION:

The INT function returns the largest integer less than or equal to the value of the <expression>. The argument should evaluate to a floating point number.

EXAMPLES:

```
INT (AMNT / 100)

INT(3 * X * SIN(Y))
```

ELEMENT:

LEN predefined function

SYNOPSIS:

LEN (<expression>)

DESCRIPTION:

The LEN function returns the actual length of the string <expression> passed as an argument. Zero is returned if the argument is the null string.

EXAMPLES:

```
LEN(A$)
```

ELEMENT:

LET statement

SYNOPSIS:

[<line number>] [LET] <variable> = <expression>

DESCRIPTION:

The <expression> is evaluated and assigned to the <variable> appearing on the left side of the equal sign. The type of the <expression>, either floating point or string, should match the type of the <variable>.

EXAMPLES:

```
100     LET A = B + C

        X(3,A) = 7.32 * Y + X(2,3)

 73     W = (A<B)  OR (C$>D$)
```

ELEMENT:

<line number>

SYNOPSIS:

<digit> { <digit> }

DESCRIPTION:

<line numbers> are optional on all statements and are ignored by the compiler except when they appear in a GOTO, GOSUB, or ON statement. In these cases, the <line number> should appear as the label of one and only one <statement> in the program.

<line numbers> should be less than 32767.

EXAMPLES:

100

4635

ELEMENT:

LOG predefined function

SYNOPSIS:

LOG (<expression>)

DESCRIPTION:

The log function returns the natural logarithm of the value of the <expression>. The argument should evaluate to a non-zero floating point number.

A negative value will produce undesirable results.

EXAMPLES:

```
LOG (X)

LOG((A + B)/D)

LOG10 = LOG(X)/LOG(10)
```

ELEMENT:

MOD predefined function

SYNOPSIS:

MOD (<expression> , <expression>)

DESCRIPTION:

The MOD function evaluates the first <expression> modulo the second <expression> and returns a float point value. Both <expressions> should evaluate to floating point numbers.

EXAMPLES:

MOD (x,y)

MOD (SQRT (LOG (X)), X + Y)

ELEMENT:

NEXT statement

SYNOPSIS:

[<line number>] NEXT [<identifier>]

DESCRIPTION:

A NEXT statement denotes the end of the closest unmatched FOR statement. If the optional <identifier> is present it should match the index variable of the FOR statement being terminated. The <line number> of a NEXT statement may appear in an ON or GOTO statement, in which case execution of the FOR loop continues with the loop variables assuming their current values.

While it is possible to branch into a loop, it is undesirable since the loop will not be properly executed. Those statements occuring at and after the addressed statement will be executed, and the NEXT statement will be ignored.

EXAMPLES:

```
10 NEXT
   NEXT I
```

ELEMENT:

ON statement

SYNOPSIS:

```
(1) [<line number>] ON <expression> GOTO
                    <line number> {, <line number>}

(2) [<line number>] ON <expression> GO TO
                    <line number> {, <line number>}

(3) [<line number>] ON <expression> GOSUB
                    <line number> {, <line number>}

(4) [<line number>] ON <expression> GO SUB
                    <line number> {, <line number>}

(5) [<line number>] ON <expression> THEN
                    <line number> {, <line number>}
```

DESCRIPTION:

The <expression>, truncated to the nearest integer value, is used to select the <line number> at which execution will continue. If the <expression> evaluates to 1 the first <line number> is selected and so forth. In the case of an ON ... GOSUB statement the address of the next instruction becomes the return address. ON ... THEN produces the same results as ON ... GO TO

If the <expression> after truncating is less than one or greater than the number of <line numbers> in the list, the program continues with the next executable statement.

EXAMPLES:

```
10 ON I GOTO 10, 20, 30, 40

   ON J*K-M GO SUB 10, 1, 1, 10
```

ELEMENT:

OPEN statement

SYNOPSIS:

[<line number>] OPEN (<file number>,<mode>) <file name>

DESCRIPTION:

The OPEN statement opens the <file number> for random access (<mode> 0), reading (<mode> 1), writing (<mode> 2), appending (<mode> 3). <file name> is a string of ASCII characters which represents the file specified by <file number>. A file is created by the first OPEN statement for <file name> and <file number> with the write <mode> specified. Attempts to open a non-existant file for reading will cause a fatal error.

Although the programmer may have uncountably many files, limited only by the number of <file names> available; a maximum of 15 files may be open at any one time. <file numbers> are restricted to the sequence 0-14 inclusively. No two <file numbers> for open files may be the same, but should be unique for each open file.

The <file number> will be used for input/output and closing of files. It is the sole uniform reference between the above statements.

EXAMPLES:

```
10  open (1,1) "data1"

    open (5,0) "field"
```

ELEMENT:

PAGE predefined function

SYNOPSIS:

PRINT PAGE

DESCRIPTION:

The PAGE function causes a new page command to be issued. The page print function should not be used on the console, since it will cause undesirable effects on the CRT screen.

EXAMPLES:

```
print page
```

PROGRAMMING NOTE:

PRINT PAGE is the same as PRINT CHR$(10). It should be used in the same manner as TAB or COL, which is only in a *PRINT* statement.

ELEMENT:

PRINT statement

SYNOPSIS:

```
[<line number>] PRINT <expression> <delim>
                          { <expression> <delim> }
```

DESCRIPTION:

A PRINT statement sends the value of the expressions in the expression list to the console. A space is appended to all numeric values and if the numeric item exceeds the right margin then the print buffer is dumped before the item is printed. The <delim> between the <expressions> may be either a comma or a semicolon.

If the <delim> is a comma, the output of elements is sequential on an output line. If the semicolon is used, the print buffer is dumped upon encountering the semicolon, and the next line is begun. If, however, the semi-colon occurs at the end of the list of elements to be printed, no newline is issued, and subsequent printing will begin at the next position on the line.

EXAMPLES:

```
PRINT A, B, "THE ANSWER IS"; x
```

ELEMENT:

PRINT # statement

SYNOPSIS:

[<line number>] PRINT # <file number> ;

<expression> {, <expression>}

DESCRIPTION:

PRINT # causes the output for a program to be directed to the indicated file number. Before a transaction may take place, a file should be opened using the OPEN command with mode 2 or 3. The file is an external file in the user's directory. This allows the user to store program results externally, and to eventually output the results to an external device, such as the line printer.

EXAMPLES:

PRINT # 2

ELEMENT:

RAD predefined function

SYNOPSIS:

RAD (<expression>)

DESCRIPTION:

The RAD function converts the value of the <expression> into a radian value. The <expression> should evaluate to a floating point number.

EXAMPLES:

RAD (180 * i)

ELEMENT:

RANDOMIZE statement

SYNOPSIS:

[<line number>] RANDOMIZE [(<numeric expression>)]

DESCRIPTION:

A RANDOMIZE statement seeds the random number generator with 1301, if no <numeric expression> argument is supplied, and <numeric expression> modulo 2**15 - 1 if specified.

EXAMPLES:

```
10 RANDOMIZE

   RANDOMIZE (1013)
```

ELEMENT:

READ statement

SYNOPSIS:

```
[<line number>] READ
            <variable> {, <variable> }
```

DESCRIPTION:

A READ statement assigns values to variables in the variable list from DATA statements. Fields may be floating point or string constants and are delimited by a comma.

DATA statements are processed sequentially as they appear in the program. An attempt to read past the end of the last data statement produces an error, and automatically generates an appropriate RESTORE. An attempt to read non-existant data will produce a terminal error.

EXAMPLES:

```
100    READ A,B,C$
```

ELEMENT:

READ # statement

SYNOPSIS:

[<line number>] READ # <file number> ;
<variable> {, <variable>}

DESCRIPTION:

A READ # statement assigns values to variables in the variable list. Values are read from sequential records from the external file specified by the <file number>. Fields may be floating point or strings.

EXAMPLES:

```
200     READ # 1; PAYR, PAYO, HRSR, HRSO

        READ # 2; x,y,z$
```

AD-A044 366 NAVAL POSTGRADUATE SCHOOL MONTEREY CALIF F/G 9/2
AN EXTENDED BASIC COMPILER WITH GRAPHICS INTERFACE FOR THE PDP---ETC(U)
JUN 77 M D ROBERTSON

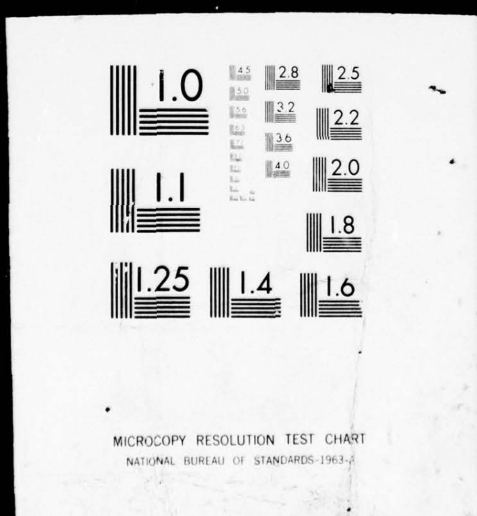
UNCLASSIFIED NL

2 OF 3
AD
A044 366

SIFIED

2 OF 3

AD
A044 366



ELEMENT:

REM statement

SYNOPSIS:

[<line number>] REM [<remark>]

[<line number>] REMARK [<remark>]

DESCRIPTION:

A REM statement is ignored by the compiler and compilation continues with the statement following the next carriage return. The REM statement may be used to document a program. REM statements do not affect the size of program that may be compiled or executed.

A REM statement may be the object of either a GOTO or GOSUB statement.

EXAMPLES:

```
10 REM THIS IS A REMARK

20 REMARK This is another remark.
```

ELEMENT:

reserved word list

SYNOPSIS:

<letter> { <letter> } [$]

DESCRIPTION:

The following words are reserved by extended Basic and may not be used as <identifiers>:

ABS	AND	ASC	ATAN	CALL
CHR$	CLOSE	COL	COS	COSH
DATA	DEF	DEG	DIM	ELSE
END	EQ	EXP	FILE	FOR
GE	GO	GOSUB	GOTO	GT
IF	INPUT	INT	LE	LEN
LET	LOG	LT	MOD	NE
NEXT	NOT	ON	OPEN	OR
PAGE	PRINT	RAD	RANDOMIZE	READ
REM	RESTORE	RETURN	RND	SIN
SINH	SQRT	STEP	STOP	TAB
TAN	THEN	TO	VAL	

Reserved words may be preceeded and followed by either a special character or a space. Spaces may not be embedded within reserved words. Reserved word identifiers should consist of upper or lowercase letters exclusively.

ELEMENT:

RND predefined function

SYNOPSIS:

RND

DESCRIPTION:

The RND function generates a uniformly distributed random number between 0 and 1.

EXAMPLE:

RND

ELEMENT:

<simple statement>

SYNOPSIS:

```
[<line number>] DATA statement <cr>
[<line number>] DEF statement <cr>
[<line number>] DIM statement <cr>
[<line number>] <exec statement> <cr>
[<line number>] FOR statement <cr>
[<line number>] IF statement <cr>
[<line number>] REM statement <cr>
```

DESCRIPTION:

All <simple statements> are elements of a <statement list> and are executable. All <simple statements> end with a carriage return <cr>.

ELEMENT:

SIN predefined function

SYNOPSIS:

SIN (<expression>)

DESCRIPTION:

SIN is a predefined function which returns the sine of the <expression>. The argument should evaluate to a floating point number in radians.

EXAMPLES:

```
X = SIN(Y)

SIN(A - B/C)
```

ELEMENT:

SINH predefined function

SYNOPSIS:

SINH (<expression>)

DESCRIPTION:

SINH is a function which returns the hyperbolic sine of the <expression>. The argument should evaluate to a floating point number.

EXAMPLES:

```
SINH(Y)

SINH(B + C)
```

ELEMENT:

special characters

DESCRIPTION:

The following special characters are used by extended Basic:

↑	circumflex
(	open parenthesis
)	closed parenthesis
[	open square bracket
]	closed square bracket
"	double quote
*	asterisk
+	plus
-	minus
/	slant
;	semicolon
<	less-than
>	greater-than
=	equal
,	comma
CR	carriage return (new line)
!	exclamation point
@	line continuation
¬	tilde
¦	substring
	space
#	number sign
$	dollar
&	ampersand
.	period

Any special character in the ASCII character set except >, which may appear as \>, may appear in a string. Special characters other than those listed above, if they appear outside a string, will generate an error.

ELEMENT:

SQRT predefined function

SYNOPSIS:

```
SQRT ( <expression> )
```

DESCRIPTION:

SQRT returns the square root of the absolute value of the <expression>. The argument should evaluate to a floating point number. Negative numbers will return 0.

EXAMPLES:

```
SQRT (Y)

SQRT(X↑2 + Y↑2)
```

ELEMENT:

<statement list>

SYNOPSIS:

<simple statement>
{<simple statement>}

DESCRIPTION:

A <statement list> is a sequence of executable statements. All extended Basic statements are terminated by a carriage return (<cr>).

ELEMENT:

STOP statement

SYNOPSIS:

[<line number>] STOP

DESCRIPTION:

Upon execution of a <STOP statement>, program execution terminates and all open files are closed. The print buffer is emptied and control returns to the host system. Any number of STOP statements may appear in a program.

A STOP statement is appended to all programs by the compiler.

EXAMPLES:

```
10 STOP

   STOP
```

ELEMENT:

<subscript list>

SYNOPSIS:

<integer> {, <integer> }

DESCRIPTION:

A <subscript list> may be used as part of a <DIM statement> to specify the number of dimensions and extent of each dimension of the array being declared or as part of a <subscripted variable> to indicate which element of an array is being referenced.

Elements of a subscript list in a DIM statement may be integers.

EXAMPLES:

X(10,20,20)

ELEMENT:

TAB predefined function

SYNOPSIS:

TAB (<expression>)

DESCRIPTION:

TAB moves the text pointer to the absolute column indicated by the evaluated <expression>. If the expression evaluates to a value greater than 80, the TAB value is defaulted to <expression> - 80 and will not cause text to wrap around on the same line at the console.

EXAMPLES:

TAB (10)

TAB (i + j)

ELEMENT:

TAN predefined function

SYNOPSIS:

TAN (<expression>)

DESCRIPTION:

TAN is a function which returns the tangent of the expression. The argument should evaluate to a floating point number in radians.

If the <expression> is a multiple of pi/2 radians, the value returned is the largest or smallest number in the system, depending upon which side of zero is approached by the function.

EXAMPLES:

```
10 TAN(A)

   TAN(X - 3*COS(Y))
```

ELEMENT:

VAL predefined function

SYNOPSIS:

VAL (<expression>)

DESCRIPTION:

The VAL function converts the string number in ASCII passed as a parameter into a floating point number. The <expression> should evaluate to a string.

Conversion continues until a character is encountered that is not part of a valid number or until the end of the string is encountered. The maximum length for a string is 22 digits.

EXAMPLES:

```
VAL(A$)

VAL("3.789")

VAL("This returns zero")
```

ELEMENT:

<variable>

SYNOPSIS:

<identifier> [(<subscript list>)]
<string identifier> (<beginning position> ¦ <string length>)

DESCRIPTION:

A <variable> in extended Basic may either represent a floating point number or a string depending on the type of the <identifier>. All string variables should appear in a DIM statement before being used as a <variable>.

String variables may be broken down into substring units by indicating string name, starting character and length of substring. The element <beginning position> is an <expression> and refers to the first character position of the substring. It should evaluate to a number. The element <string length> is an <expression> and should evaluate to a number. It is the absolute length of the substring. String character count begins at 1.

EXAMPLES:

```
X

Y$(3¦10)

AB$(8¦20)

ABS1(X(I),Y(I),S(I-1))
```

APPENDIX II - OPERATING IN UNIX WITH EXTENDED BASIC

Lbax is the shell command call for the extended Basic compiler in the PDP-11/50 UNIX computer system at the Naval Postgraduate School. It is of the form:

```
lbax [-C] [-S] [-c] [-o] [-r] [-t] [-v] file ...
```

The system call accepts three types of arguments:

Flags defined below; an argument whose name ends with '.b' which is taken to be a Basic source program and is compiled; arguments ending in '.o' which are taken as object files to be passed to the loader.

The following flags are interpreted by lbax:

- **-C** Include the standard C library when loading the results of the compilation.
- **-S** Compile the named Basic program, and leave the assembly-language output on a corresponding file suffixed '.s'.
- **-c** Include the graphics library for the CONOGRAPHICS graphics device.
- **-r** Include the graphics library for the RAMTEK graphics device.
- **-o** Compile the named Basic program, and leave the object file on a corresponding file suffixed '.o'.
- **-t** Include the graphics library for the Tektronics graphic device.
- **-v** Include the graphics library for the Vector General graphics device.

Whenever a graphics library is included for loading with the compiled source program, the standard C library is appended to the loader library list. Other arguments are taken to be either C compatible object programs, typically produced by an earlier C compilation, or perhaps libraries of Basic or C compatible routines. These programs, together with the results of any specified compilation, are loaded (in the order given) to produce an executable program with the name a.out. Libraries with the same file name as the source program, and which end in '.o', should not be used since they will not be retained upon creation of file.o by the executive program.

Basic programs may not be compiled for future use as libraries since every compliled Basic program includes a "main" section, which drives the program. Thus additional libraries may be created in the C language, compiled using the -c option for output as '.o' files, and then included in the '.o' form as object libraries for the Basic loader [9].

If the -o option is exercised, the subsequent file.o may be invoked by LBAX and will return an executable a.out file. The effect of the -o option is to produce the source program in object code, which is fully loadable. Caution should be exercised to prevent usage of a -o option output as a library file.

In addition to the features supported in standard Basic, a number of special features are found in the NPS version of extended Basic. These include:

call	References an externallyy defined C language procedure or function.
chr$	Return a character string of length 1 determined by the ASCII equivalent of an expression argument.
close	Causes the externally referenced file to be closed.
col	Specifies column width of subsequently printed numeric values.
dim	In addition to numeric arrays, permits creation of a vector of strings.
extern	Declares type and arguments of external procedure or function referenced by a call statement.
len	Returns the length of a string expression.
mod	Evaluates an expression with modulo arithmetic.
open	Causes the externally referenced file to be opened and indicates the mode for opening the file.
read file	Reads sequentially from the specified external file.
val	Converts a string of numbers to a floating point number.
write file	Write sequentially into the specified external file.

String manipulation is enhanced by use of substringing constructs. Strings may be referred to in an Algol-like manner to produce portions for reading, writing, or alteration.

Since the UNIX environment does not support some of the features of standard Basic without considerable system overhead (and in some cases, not at all), the NPS version of extended Basic uses slightly different, although no less specific, formats in some statement formations.

Importantly, the NPS extended Basic is a compiler version, and is not interpretive. Thus, the use of line numbers with every statement is not mandatory or recommended. Creation and subsequent editing of programs is effected by use of the UNIX editor. Execution of the program is accomplished through the a.out file, as with other UNIX compilers.

The files which are used by the system while executing the shell executive program are:

file.b	input file
file.o	object file
file.s	assembly-language output
a.out	loaded output
/usr/basic/baxcomp	compiler
/usr/basic/basiclib.a	Basic library
/usr/graph/conie.a	Oconographics library
/usr/graph/rmtksub.o	RAMTEK library, part I
/usr/graph/moresub.o	RAMTEK library, part II
/usr/graph/vg.a	Vector General library
/usr/lib/libt.a	Tektronics library
/lib/libc.a	C library; see section III
/lib/liba.a	Assembler library used by some routines in libc.a and basiclib.a

The diagnostics produced by Basic itself are intended to be self explanatory. Occasionally messages may be produced by the assembler or loader. Of these the most mystifying are from the assembler, in particular "m", which means a multiple-defined external symbol (function or data).

PARSING RULES

```
%{
# include  "./bstruc.c"
# include  "./bfun.c"
%}

%token STEP DATA DEF DIM ELSE END FOR GOSUB GO TO GOTO IF
%token NEXT ON PRINT READ  REM RESTORE RETURN STOP THEN TO
%token  OPEN CLOSE  SUB RANDOMIZE relspec OR  XOR  NOT AND
%token number numeric←id array←id string←id function←id
%token numeric←format string string←bif numeric←bif
%token simple←format str←num←bif
%token EXTERN  TYPE INPUT LET CALL



%left '+' '-'
%left '*' '/'
%left '↑'


%%  /* beginning of the rules section  */
program:    statement←list end←statement
 ;

statement←list:     simple←statement
               | statement←list simple←statement
               ;

end←statement: statement←label END '0
               |  END '0
               ;

simple←statement:  statement←label exec←state '0
                 |     statement←label if←statement '0
                 |     statement←label data←statement '0
                 |     statement←label def←statement '0
                 |     statement←label rem←statement '0
                 |     statement←label extern←statement '0
                 |     for←statement
                 |     dim←statement
                 |     exec←state '0
                 |     if←statement '0
                 |     data←statement '0
                 |     def←statement'0
```

```
                        |    rem←statement '0
                        |    extern←statement '0
                        |    error '0
                        |    '0
                        ;
exec←state      :            read←statement
                |            restore←statement
                |            open←statement
                |            close←statement
                |            input←statement
                |            readf←statement
                |            print←statement
                |            write←statement
                |            stop←statement
                |            on←statement
                |            branch←statement
                |            let←statement
                |            call←statement
                ;
for←statement:               statement←label for←clause statement←list
                             next←clause      =    {semant(41,$2) ; }
            |                for←clause statement←list next←clause    =
                        {semant(41,$1);}
            ;
statement←label:             number        =
                             { semant(19,$1);
                             if (numbers[$1].use != 1)
                             numbers$1].use=2; }
                  ;

label:          number        =
                { semant(20,$1); if (numbers[$1].use == 0)
                numbers[$1].use=1; }
      ;

for←clause:                  for←head '0      =
                        { $$=forctr;  semant(39,$1);}
          |             for←head STEP numeric←exp '0         =
                        { $$=forctr; semant(40,$1);}
          ;

for←head:               FOR for←init TO numeric←exp      = { $$=$2;}
       ;
next←clause:            statement←label NEXT numeric←id '0
           |            NEXT numeric←id '0
           |            NEXT  '0
           |            statement←label NEXT '0
           ;
for←init:               numeric←id '=' numeric←exp       =
                        { $$=$1; semant(38,$1);}
       ;
dim←statement: sdim←head '0
             | dim←head '0
             ;
```

```
dim←head:       dim←sarray←head number ')'       =
                { symtable[$1].amt =
                 (numbers[$2].numberi+1) *
                symtable[$1].length+1; }
        |       dim←head←alo number ')'      =
                { j=dopept++; dope[j]=numbers[$2].numberi;
                symtable[$1].dimen++;
        caldope($1,symtable[$1].dimen,symtable[$1].dopv);  }
        ;
dim←head:       dim←head←slo number')'  = {$$=$1;
                symtable[$1].length=numbers[$2].numberi;}
          ;
dim←sarray←head:        sdim←head '('      =
                        { $$=$1; symtable[$1].type=3;
                        symtable[$1].dimen=1; }
                ;
dim←head←lp:    statement←label DIM
             |  DIM
             |  sdim←head ','
             |  dim←head ','
             ;
dim←head←slp:   dim←head←lp string←id '('        = { $$=$2;}
            ;
dim←head←alp:   dim←head←lp numeric←id '('       =
                { $$=$2; symtable[$2].dimen=0;
                symtable[$2].type=1;
                symtable[$2].dopv=dopept;}
            |   dim←head←alo number ','      =
                { $$=$1; symtable[$1].dimen++;
                j=dopept++; dope[j]=numbers[$2].numberi;}
            ;
data←statement:     data←head number     =
                { data[datapt++]= numbers[$2].numberf;}
              | data←minus number    = { data[datapt++]=
                -numbers[$2].numberf;}
              | data←head  string        =
                { strcopy(stig,datastor);
                datastor=+ stigl+1;  }
              ;
data←head:      DATA
         |      data←head number ','     = {data[datapt++]=
                numbers[$2].numberf;}
         |      data←minus number ','    = { data[datapt++]=
                -numbers[$2].numberf;}
        |       data←head  string  ','       =
                {strcopy(stig,datastor); datastor=+stigl+1;}
         ;
data←minus:         data←head '-'
          ;
def←statement: def←left←part '=' numeric←exp        =
                {semant(37,$1);}
            ;
def←left←part: DEF def←head numeric←id ')'      =
                { semant (35,$2); $$=$2;
```

```
                    semant(36,$2); defv=0; }
                ;
def←head:           function←id '(' = { $$=$1;
                    symtable[$1].dimen=0;}
        |           def←head numeric←id ',' = { $$=$1;
                    symtable[$1].length=$2;
                    symtable[$1].dimen++;}
        ;
read←statement:         read←head numeric←ref          =
                    { semant(33,-1);}
                |   read←head  string←ref         =
                    { semant(54,-1); }
                ;
read←head:          READ
         |          read←head numeric←ref ','          =
                    { semant(33,-1); }
        |           read←head  string←ref  ','         =
                    { semant(54,-1);  }
         ;
restore←statement: RESTORE     =
                      { semant(32,-1);}
                |     RANDOMIZE   =
                      { semant(55,-1);  }
                |     RANDOMIZE   '('  numeric←exp   ')'      =
                      { semant(55,$3);  }
                  ;
open←statement:          open←head number ')'  string          =
                      { semant(51,$2);}
                ;
open←head:          OPEN '(' number ','      =
                    { j=numbers[$3].numberi; fds[j] = 1;
                    semant(50,$3);}
          ;
close←statement:         CLOSE '(' number ')'          =
                         { j=numbers[$3].numberi;
                         if(fds[j] == 0) fds[j] = 2;
                         semant(52,$3);}
          ;
input←statement:      input←head numeric←ref         =
                      { semant(48,-1); }
                 |    input←head string←ref          =
                      { semant(49,-1); }
                 ;
input←head:           INPUT
          |         input←head  string←exp  ';'      =
                    {  semant(43,-1);
                    stigl=0; stig[stigl++]=' ';
                    stig[stigl]='0'; semant(14,j);
                    semant(43,-1);}
          |         input←head numeric←ref ','       =
                    { semant(48,-1);  }
          |         input←head string←ref ','        =
                    { semant(49,-1);  }
          ;
```

```
readf←statement:    readf←head numeric←ref  =
                    { semant(69,-1); semant(71,-1); }
            |   readf←head string←ref    =
                { semant(70,-1); semant(71,-1); }
                ;
readf←head:                   read←file
          |         readf←head numeric←ref ',' =
                     semant(69,-1);  }
            |              readf←head string←ref ','   =
                           { semant(70,-1);  }
          ;
read←file:      READ '#'   number ','  numeric←exp  ';' =
                { j=numbers[$3].numberi;
                if(fds[j] == 0) fds[j] = 2;
                semant(68,$3); }
            |   READ '#'   number  ';'  =
                { j=numbers[$3].numberi;
                if(fds[j] == 0) fds[j] = 2;
                semant(68,$3); }
               ;
print←statement:    PRINT                                =
                    { semant(44,-1);}
                |   print←head numeric←exp               =
                    { semant (42,-1); semant(44,-1);}
                |   print←head string←exp                =
                    { semant(43,-1); semant (44,-1);}
                |   print←head format←element            =
                    { semant(44,-1); }
                |   print←head format←element  ';'
                |   print←head numeric←exp  ';'          =
                    { semant (42,-1); }
                |   print←head string←exp  ';'           =
                    { semant(43,-1); }

                ;
print←head:             PRINT
          |     print←head numeric←exp ','         =
                { semant (42,-1);}
          |     print←head string←exp ','          =
                {semant(43,-1);}
          |     print←head format←element ','
          |     print←head numeric←exp ';'         =
                { semant (42,-1); semant(44,-1);}
          |     print←head string←exp ';'          =
                { semant(43,-1); semant (44,-1);}
          |     print←head format←element ';'
          ;
write←statement:    write←head numeric←exp  =
                    { semant(72,-1); semant(74,-1); }
                |   write←head string←exp   =
                    { semant(73,-1); semant(74,-1); }
                ;
write←head:             write←file
          |     write←head numeric←exp ','  =
```

```
                { semant(72,-1); }
        |       write←head string←exp ','    =
                { semant(73,-1); }
   ;
write←file:     PRINT  '#'   number ',' numeric←exp  ';' =
          { j=numbers[$3].numberi;
          if(fds[j] == 0) fds[j] = 2;
          semant(75,$3); }
      |   PRINT '#'   number  ';' =
          { j=numbers[$3].numberi;
          if(fds[j] == 0) fds[j] = 2;
          semant(75,$3); }
              ;
format←element:        simple←format        =
                  { semant(62,-1);  }
             |    format←left←part numeric←exp ')'        =
                  {semant(53,$1); }
             ;
format←left←part:  numeric←format '('       =
                  { $$ = $1; }
               ;
if←statement:  if←clause exec←state         =
               { semant(28,-1);}
          |    if←clause else←clause exec←state         =
               { semant(29,-1); }
          |    if←clause else←clause if←statement
          |    if←head goto number      =
               { semant(30,$3);}
          |    if←clause  number        =
               { semant(16,-1); semant(30,$2);}
          |    if←clause  else←clause number        =
               { semant(16,-1); semant(30,$3);}
          ;
else←clause:   exec←state ELSE     =
               { semant(31,-1);}
          |    number  ELSE        =
               { semant(16,-1); semant(30,$1);}
      ;
if←clause:     if←head THEN
      ;
if←head:        IF rel←exp     =
               { semant(27,-1);}
      |        IF  END  '#' number
      ;

rel←exp:  rel←exp  XOR  rel←term       =
          { semant(56,-1);  }
      |   rel←exp   OR  rel←term       =
          { semant(57,-1);  }
      |   rel←term
      ;

rel←term: rel←term  AND  rel←primary        =
          {  semant(58,-1);  }
```

```
        |   rel←primary
        ;

rel←primary:        numeric←exp rel numeric←exp    =
                    { semant(25,$2); }
       |        string←exp rel string←exp        =
                { semant(26,$2); }
        |       '('  rel←exp  ')'
        |       NOT  '('  rel←exp  ')'       =
                {semant (59,-1);  }
       ;
rel:    '='             ={  $$=0;}
   |    '!' '='         = { $$=4;}
   |    '>'             ={ $$=8;}
   |    '<'             = { $$=12;}
   |    '<' '='         = { $$=16;}
   |    '>' '='         = { $$=20;}
   |    '<' '>'         = { $$=4;}
   |    '¬' '='         = { $$=4;}
   |    relspec         = { $$=$1;}
   ;
stop←statement:          STOP          =
                    { semant(24,-1);}
                 ;
rem←statement:      REM
               ;
on←statement:   on←head label         =
                { semant(23,-1);}
             ;
on←head:        on←begin
       |        on←head label ','        =
                { semant(22,-1);}
        ;

on←begin:       ON numeric←exp on←case←sel  =
                {semant(21,0);}
        |       ON numeric←exp on←selector       =
                {semant(21,-1);}
       ;

on←selector:        THEN
           |        GOTO
           |        GO TO
           ;

on←case←sel:    GOSUB
           |    GO  SUB
           ;

branch←statement:   gosub label
                |   gotol label
                |   RETURN        =
                    { semant(18,-1);}
                ;
```

```
gosub:  GOSUB         =
       {semant(17,-1);}
    |   GO  SUB       =
       {semant(17,-1);}
      ;
gotol: goto
       ;
goto:  GOTO           =
       { semant(16,-1);}
     |  GO TO         =
       { semant(16,-1);}
    ;
let←statement: string←let
             |  numeric←let
             ;
string←let:          LET string←ref '=' string←exp        =
               { semant(15,-1);}
          |    string←ref '=' string←exp        =
               { semant(15,-1);}
          ;
string←exp:          string←ref
          |    string       =
               { semant(14,j); }
             |  str←num←bif  '('  numeric←exp  ')'        =
               {semant(53,$1);   }
          ;
numeric←let:   LET numeric←ref '=' numeric←exp      =
               { semant(13,-1);}
           |   numeric←ref '=' numeric←exp      =
               { semant(13,-1);}
           ;
numeric←exp:   term
             |  numeric←exp '+' term         =
               { semant(9,-3);}
           |   numeric←exp '-' term         =
               { semant(10,-4);}
           |   '+' term          =
               { semant(11,-1);}
           |   '-' term          =
               {semant(12,-1);}
           ;
term:  primary
    |   term '*' primary         =
       { semant(7,-1);}
    |   term '/' primary         =
       { semant (8,-2);}
    ;
primary:   primary←element
       |    primary '↑' primary←element      =
           { semant(6,-1);}
       ;
primary←element:   numeric←ref
               |    number      =
                   {semant(3,$1); numbers[$1].luse=1; }
```

```
                        |      bif
                        |      '(' numeric←exp ')'
                        |      func←ref            =
                               {semant(1,$1);}
                     ;
numeric←ref:    numeric←id        =
                { semant(1,$1);}
             |  array←ref         =
                { semant(2,$1);}
             ;
array←ref:      array←ref←head numeric←exp ')'      =
                { j=dfunar[dpfunar--]+1; semant(45,$2);
                if (j != symtable[$1].dimen)
                error(symtable[$1].symbol,msg[6]); }
          ;
array←ref←head:     array←id '('        =
                { semant(1,$1);
                 $$=$1; dfunar[++dpfunar]=0; }
              | array←ref←head numeric←exp ','      =
                { $$=$1; dfunar[dpfunar]++;
                semant(45,$2);   }
              ;
string←ref:     string←id         =
            {semant (46,$1); }
           | substring←ref
            |   string←array←ref
           | sarray←subst←ref
           ;
string←ref←lp: string←id '('         =
                { semant(46,$1);   }
             ;
substring←ref: string←ref←lp substring←spec
             ;
string←array←ref:  string←ref←lp numeric←exp ')'       =
                   { if (symtable[$1].type != 3)
                   error(symtable[$1].symbol,msg[8]);
                   semant(60,-1); }
                ;
sarray←subst←ref:  sarray←subst←lp substring←spec
                ;
sarray←subst←lp:   string←array←ref '('
               ;
substring←spec:        numeric←exp ':' numeric←exp ')'      =
                   { semant(61,-1); }
              ;
bif:    string←bif←ref string←exp ')'       =
        {    if (dfunar[dpfunar--]+1 != symtable[$1].dimen)
        {
            error(symtable[$1].symbol,msg[6]);
        }
        semant(53,$1);    }
    |   numeric←bif←ref numeric←exp ')'      =
        {    if (dfunar[dpfunar--]+1 != symtable[$1].dimen)
        {
```

```
                error(symtable[$1].symbol,msg[6]);
            }
            {semant(53,$1);    }
        |   numeric←bif←nparm
        ;
string←bif←ref:     string←bif '('       =
                    { $$ = $1; dfunar[++dpfunar]=0;   }
                  | string←bif←ref string←ref ','    =
                    { $$=$1;dfunar[dpfunar]++;}
                  ;
numeric←bif←ref:    numeric←bif '('      =
                      { $$ = $1; dfunar[++dpfunar]=0;   }
numeric←bif←ref:    numeric←bif '('      =
                    { $$=$1; dfunar[dpfunar]++;   }
                   ;
numeric←bif←nparm: numeric←bif           =
                      {semant(53,$1); }
func←ref:     func←ref←head numeric←exp ')'        =
              {   if (dfunar[dpfunar--]+1 !=
              symtable[$1].dimen)
          {
              error(symtable[$1].symbol,msg[6]);
          }
              semant(34,$1);}
          ;
func←ref←head: function←id '('      =
              { $$=$1; dfunar[++dpfunar]=0;}
               |  func←ref←head numeric←exp ','    =
              { dfunar[dpfunar]++; $$=$1;}
               ;

call←statement:  call←head  ')'         =
                 {  semant(66,$1); }
              |  call←nhead             =
                 {  semant(66,$1); }
              |  call←head  numeric←exp  ')'      =
                 { oncnt++;  semant(63,$1-oncnt);  $$=$1;
                 semant(66,$1); }
              |  call←head  array←id  ')'         =
                 { oncnt++;  semant(63,$1-oncnt);  $$=$1;
                 semant(66,$1); }
              |  call←head  string←exp  ')'       =
                 { oncnt++;  semant(63,$1-oncnt);  $$=$1;
                 semant(66,$1); }
              |  call←head  '&'  numeric←id  ')'      =
                 { oncnt++;  semant(63,$1-oncnt);  $$=$1;
                 semant(66,$1); }
              ;

call←head:  call←nhead  '('          =
           {  semant(64,-1); semant(63,$1); $$=$1;  }
        |  call←nhead  '='    numeric←id  '('      =
           {  semant(1,$3);  semant(63,$3); $$ =$3;  }
        |   call←shead  '='   numeric←id  '('      =
```

```
      { semant(1,$3); semant(63,$3); $$ = $3; }
   ; call←head numeric←exp ',' =
      { oncnt++; semant(63,$1-oncnt); $$=$1; }
   ; call←head array←id ',' =
      { oncnt++; semant(63,$1-oncnt); $$=$1; }
   ; call←head string←exp ',' =
      { oncnt++; semant(63,$1-oncnt); $$=$1; }
   ; call←head '&' numeric←id ',' =
      { oncnt++; semant(63,$1-oncnt); $$=$1; }
   ;

call←nhead:        CALL numeric←id =
            { semant(1,$2); $$=$2; }
   ;

call←shead:        CALL string←ref =
            { semant(67,-1); }

extern←statement: extern←head
   ;

extern←head:   EXTERN TYPE numeric←id parm←def =
               { symtable[$3].length=$2*2;
               symtable[$3].dimen=oncnt; $$=$2*2;
               symtable[$3].type = 10; oncnt=0; }
      ;        EXTERN numeric←id parm←def =
               { symtable[$2].length=0;
               symtable[$2].dimen=oncnt; $$=0;
               symtable[$2].type = 10; oncnt=0; }
      ;        EXTERN '&' TYPE numeric←id parm←def =
               { symtable[$4].length=$3*2+CDISP;
               symtable[$4].dimen=oncnt; $$=$3*2+CDISP;
               symtable[$4].type = 10; oncnt=0; }
   ;           extern←head ',' numeric←id parm←def =
               { symtable[$3].length=$1;
               symtable[$3].dimen=oncnt; $$=$1; oncnt=0;
               symtable[$3].type = 10; }
   ;


parm←def:
   ;           '(' ')'
   ;           parm←head TYPE ')' =
               { oncnt++; j=insert("←←");
               symtable[j].length=$2*2;
               symtable[j].type= -1; }
   ;           parm←head '&' TYPE ')' =
               { oncnt++; j=insert("←←");
               symtable[j].length=$3*2+CDISP;
               symtable[j].type= -1; }
   ;

parm←head:        '('
   ;           parm←head TYPE ',' =
```

```
                { oncnt++; j=insert("←←");
                symtable[j].length=$2*2;
            symtable[j].type= -1;  }
        |       parm←head  '&'  TYPE  ','        =
                { oncnt++; j=insert("←←");
                symtable[j].length=$3*2+CDISP;
                symtable[j].type= -1;  }
        ;

        ;
%%
#include "./bscan.c"
```

```
semant(ca,i) int ca,i;
   {  int k,kl;
        switch (ca)
        {
            case 1: printf("mov $S%d,-(r4)\n",i); return;
            case 2: j=symtable[i].type;
                    if (j == 0)
                         error(symtable[i].symbol,msg[5]);
                    printf(".globl  DOPCAL\n");
                    printf("mov $SD%d,-(r4)\n");
                    printf("jsr pc,DOPCAL\n",i);
                    return;
            case 3: printf("mov $N%d,-(r4)\n",i); return;
            case 6: printf("movf *(r4)+,fr1\n");
                    printf("movf *(r4)+,fr0\n");
                    printf(".globl pow\n");
                    printf("jsr pc,pow\n");
                    j=tempcnt++ % 20;
                    printf("mov $T%d,-(r4)\n",j);
                    printf("movf fr0,*(r4)\n");
                    return;
            case 7: j=tempcnt++ % 20;
                    printf("movf *(r4)+,fr1\n");
                    printf("movf *(r4)+,fr0\n");
                    printf("mulf fr1,fr0\n");
                    printf("mov $T%d,-(r4)\n",j);
                    printf("movf fr0,*(r4)\n");
                    return;
            case 8: j=tempcnt++ % 20;
                    printf("movf *(r4)+,fr1\n");
                    printf("movf *(r4)+,fr0\n");
                    printf(".globl ERROR\n");
                    printf("cmpf  $0,fr1\n");
                    printf("cfcc\nbne 2f\n");
                    printf("jsr  r5,ERROR\n");
                    printf("<runtime error attempted");
                    printf("division by zero\\n\\0>");
                    printf("; .even\n2:\n");
                    printf("divf fr1,fr0\n");
                    printf("mov $T%d,-(r4)\n",j);
                    printf("movf fr0,*(r4)\n");
                    return;
            case 9: j=tempcnt++ % 20;
                    printf("movf *(r4)+,fr1\n");
                    printf("movf *(r4)+,fr0\n");
                    printf("addf fr1,fr0\n");
                    printf("mov $T%d,-(r4)\n",j);
                    printf("movf fr0,*(r4)\n");
                    return;
            case 10: j=tempcnt++ % 20;
                    printf("movf *(r4)+,fr1\n");
```

```
          printf("movf *(r4)+,fr0\n");
          printf("subf fr1,fr0\n");
          printf("mov $T%d,-(r4)\n",j);
          printf("movf fr0,*(r4)\n");
          return;
case 11: j=tempcnt++ % 20;
          printf ("movf *(r4)+,fr0\n");
          printf ("absf fr0\n");
          printf("mov $T%d,-(r4)\n",j);
          printf("movf r0,*(r4)\n");
          return;
case 12: j=tempcnt++ % 20;
          printf("movf *(r4)+,fr0\nnegf fr0\n");
          printf("mov $T%d,-(r4)\n",j);
          printf("movf r0,*(r4)\n");
          return;
case 13: printf("movf *(r4)+,fr0\n");
          printf("movf fr0,*(r4)+\n");
          return;
case 14: printf("mov $1f,-(r4)\nbr 2f\n");
          printf("1:  <%s\\0>\n.even\n",stig);
       printf("2: mov $%o,-(r4)\n",stigl);
          return;
case 15: printf(".globl strmv\n");
          printf("jsr pc,strmv\n");
          return;
case 16: printf("jmp "); return;
case 17: printf("jsr pc,"); return;
case 18: printf("rts pc\n");
          return;
case 19: j=numbers[i].numberi;
          printf("\nL%d:\n",j); return;
case 20: j=numbers[i].numberi;
          printf("L%d\n",j); return;
case 21: oncnt=0;
          printf("movf *(r4)+,fr0\n");
          printf("movfi fr0,r3\n");
          printf("dec r3\ncmp $0,r3\n");
          printf("jgt 5f\n");
          printf("jmp 6f\n7: asl r3\n");
          if (i == -1)
                  printf("jmp *8f(r3)\n");
             else  {
                   printf("jsr pc,*8f(r3)\n");
                   printf("jmp 5f\n");  }
          printf("\n8:\n");
          return;
case 22: oncnt++; return;
case 23: printf("\n6: cmp $%d,r3\n",oncnt);
          printf("bge 7b\n5:\n");
          return;
case 24: printf("jmp ENDER\n");
          return;
case 25: printf("movf *(r4)+,fr0\n");
```

```
              printf("movf *(r4)+,fr1\n");
              printf("mov $%o,r3\n",i);
              printf("cmpf fr1,fr0\n");
              printf("cfcc\n");
              printf(".globl COMPAR\n");
              printf("jsr  pc,COMPAR\n");
              return;
    case 26:  printf(".globl strcmp\n");
              printf("jsr pc,strcmp\n");
              printf("mov $%o,r3\n",i);
              printf("cmp $0,(r4)+\n");
              printf(".globl COMPAR\n");
              printf("jsr  pc,COMPAR\n");
              return;
    case 27:
              printf("tst (r4)+\nbeq 4f\n");
              return;
    case 28:  printf("\n4:\n"); return;
    case 29:  printf("\n9:\n"); return;
    case 30:  j=numbers[i].numberi;
              printf("L%d\n\n4:\n",j);
              return;
    case 31:  printf("jmp 9f\n\n4:\n"); return;
    case 32:  printf("mov $DATA-8.,DATCNT\n");
              printf("mov  $STRDATA,STRNEXT\n");
              return;
    case 33:  printf(".globl danrdr\n");
              printf("jsr  pc,danrdr\n"); return;
    case 34:  printf("jsr pc,FN%d\n",i); return;
    case 35:  printf("jmp FX%d\n\nFN%d:\n\n",i,i);
              return;
    case 36:  symtable[i].dimen++;
              k=i-symtable[i].dimen;
              for(j=k; j<i; j++)
                 { printf("movf *(r4)+,fr0\n");
                   printf("mov $S%d,-(r4)\n",j);
                   printf("movf fr0,*(r4)+\n");
                 } return;
    case 37:  printf("movf *(r4)+,fr0\n");
              printf("mov $S%d,-(r4)\n",i);
              printf("movf fr0,*(r4)+\n");
              printf("rts pc\n\nFX%d:\n\n",i);
              k=i-symtable[i].dimen;
              for (j=k; j<i; j++)
                 symtable[j].symbol[0]='¬';
              return;
    case 38:  printf("movf *(r4)+,fr0\n");
              printf("mov $S%d,-(r4)\n",i);
              printf("movf fr0,*(r4)+\n");
              return;
    case 39:
              j=forctr++;
              printf("movf *(r4)+,fr1\n");
              printf("mov $FI%d,-(r4)\n",j);
```

```
                printf("movf fr1,*(r4)+\nbr 1f\n");
                printf("\nF6%d:\n",j);
                printf("mov $S%d,-(r4)\n",i);
                printf("mov $FI%d,-(r4)\n",j);
                printf("movf *(r4)+,fr1\n");
                printf("movf *(r4),fr0\n");
                k1=looknf(1.);
                if (k1 == -1) { k1=insertnr(1,1.);
                numbers[k1].luse=1; }
                printf("addf N%d,fr0\n");
                printf("movf r0,*(r4)+\n",k1);
                printf("1:  cmpf fr0,fr1\n");
                printf("cfcc \njgt F5%d\n",j);
                return;
        case 40:
                j=forctr++;
                printf("movf *(r4)+,fr2\n");
                printf("mov $FI%d,-(r4)\n",j);
                printf("movf fr2,*(r4)+\n");
                printf("movf *(r4)+,fr1\n");
                printf("mov $FM%d,-(r4)\n",j);
                printf("movf fr1,*(r4)+\n");
                printf("mov $S%d,-(r4)\n",i);
                printf("movf *(r4)+,fr0\n");
                printf("br 1f\n\nF6%d:\n\n");
                printf("mov $S%d,-(r4)\n",j,i);
                printf("mov $FM%d,-(r4)\n");
                printf("mov $FI%d,-(r4)\n",j,j);
                printf("movf *(r4)+,fr2\n");
                printf("movf *(r4)+,fr1\n");
                printf("movf *(r4),fr0\n");
                printf("addf fr2,fr0\n");
                printf("movf fr0,*(r4)+\n");
                k1=looknf(0.);
                if (k1 == -1) {k1=insertnr(0,0.);
                numbers[k1].luse=1; }
                printf("\n1:\ncmpf N%d,fr2\n");
                printf("cfcc\njgt 2f\n",k1);
                printf("cmpf fr0,fr1\ncfcc\n");
                printf("jgt F5%d\n",j);
                printf("jmp 3f\n\n");
                printf("2: cmpf fr0,fr1\n");
                printf("cfcc\njlt F5%d\n",j);
                printf("\n3:\n\n");
                return;
        case 41:
                printf("jmp F6%d\n\nF5%d:\n\n",i,i);
                return;
        case 42: printf(".globl numptr\n");
        case 42: printf("jsr pc,numptr\n");
                return;
        case 43: printf(".globl strdmp\n");
                printf("jsr pc,strdmp\n");
                return;
```

```
case 44: printf(".globl lindmp\n");
         printf("jsr pc,lindmp\n");
         return;
case 45: printf("movf *(r4)+,fr0\n");
         printf("movfi fr0,-(r4)\n");
         return;
case 46: printf("mov $S%d,-(r4)\n",i);
         k=symtable[i].length;
         printf("mov $%o,-(r4)\n",k);
         return;
case 48: printf(".globl nbrrdr,atof\n");
         printf("jsr pc,nbrrdr\n");
         printf("jsr pc,atof\n");
         printf("movf fr0,*(r4)+\n");
         return;
case 49: printf(".globl strrdr\n");
         printf("jsr pc,strrdr\n");
         return;
case 50: printf("mov $%o,-(r4)\n",
                   numbers[i].numberi*2);
         return;
case 51:
         printf("mov $1f,-(r4)\nbr 2f\n");
         printf("1:  <%s\\0>\n.even\n",stiq);
         printf("2: mov $%o,-(r4)\n",
                   numbers[i].numberi*2);
         printf(".globl OPEN\njsr  pc,OPEN\n");
         return;
case 52: printf("mov $%o,-(r4)\n",
                   numbers[i].numberi*2);
         printf(".globl CLOSE\n");
         printf("jsr pc,CLOSE\n");
         return;
case 53:
switch(symtable[i].length)
     {
     case 0: // std calling fr0 and jsr pc,X
         if(symtable[i].amt == 0)
              { printf(".globl  %s\n",
                             symtable[i].symbol);
                        symtable[i].amt++;      }
             printf("movf *(r4)+,fr0\n");
             printf("jsr pc,%s\n",
                       symtable[i].symbol);
             j=tempcnt++ % 20;
             printf("mov $T%d,-(r4)\n",j);
             printf("movf fr0,*(r4)\n");
             return;
     case 1:      // ABS
             printf("movf *(r4),fr0\n");
             printf("absf fr0\n");
             printf("movf fr0,*(r4)\n");
             return;
     case 2:
```

```
                if(symtable[i].amt == 0)
                { printf(".globl  %s,atof\n",
                            symtable[i].symbol);
                    symtable[i].amt++;  }
                printf("jsr  pc,%s\n",
                        symtable[i].symbol);
                printf("jsr  pc,atof\n");
                j=tempcnt++ % 20;
                printf("mov $T%d,-(r4)\n",j);
                printf("movf fr0,*(r4)\n");
                return;
        case 3:
                if(symtable[i].amt == 0)
                { printf(".globl  %s\n",
                            symtable[i].symbol);
                          symtable[i].amt++;     }
                printf("jsr  pc,%s\n",
                        symtable[i].symbol);
                j=tempcnt++ % 20;
                printf("mov $T%d,-(r4)\n",j);
                printf("movf fr0,*(r4)\n");
                return;
        case 6: // chr$ unique because $ not valid
                // in as
                if(symtable[i].amt == 0)
                { printf(".globl  %s\n","chr");
                    symtable[i].amt++;  }
                printf("jsr  pc,chr\n");
                return;
        case 8:
                if(symtable[i].amt == 0)
                { printf(".globl  %s\n",
                            symtable[i].symbol);
                    symtable[i].amt++;  }
                printf("jsr  pc,%s\n",
                        symtable[i].symbol);
                return;
        default:  return;
                }
    case 54:
            printf(".globl datrdr\n");
            printf("jsr  pc,datrdr\n");
            return;
    case 55:
            if (i == -1)
                printf("mov  $1301,r0\n");
            else
                printf("movf  *(r4)+,fr0\n");
            printf("movfi fr0,r0\n");
            printf(".globl srand\n");
            printf("jsr pc,srand\n");
            return;
    case 56:
            printf(".globl XOR\n");
```

```
                printf("jsr  pc,XOR\n");
                return;
        case 57:
                printf(".globl OR\njsr  pc,OR\n");
                return;
        case 58:
                printf(".globl AND\n");
                printf("jsr  pc,AND\n");
                return;
        case 59:
                printf(".globl NOT\n");
                printf("jsr  pc,NOT\n");
                return;
        case 60:
                printf(".globl SDCAL\n");
                printf("jsr  pc,SDCAL\n");
                return;
        case 61:
                printf(".globl SUBSTR\n");
                printf("jsr  pc,SUBSTR\n");  return;
        case 62:
                printf("mov  1f,-(r4)\nbr  2f\n");
                printf("1:  .byte 012,0;");
                printf(" .even\n2:\n");
                printf(".globl strdmp\n");
                printf("jsr  pc,strdmp\n");
                return;
        case 63:
                printf("mov $%o,-(r4)\n",
                    symtable[i].length);
                return;
        case 64:
                printf("clr  -(r4)\n");
                return;
        case 66:
                if (oncnt != symtable[i].dimen)
                    error(symtable[i].symbol,msg[6]);
                if (symtable[i].amt == 0)
                    { symtable[i].amt =1;
                    printf(".globl  ←%s\n",
                    symtable[i].symbol);}
                printf("mov  $%o,-(r4)\n",
                        symtable[i].dimen);
                printf(".globl CSET\n");
                printf("jsr  pc,CSET\n");
                printf("jsr  pc,←%s\n",
                        symtable[i].symbol);
                printf(".globl CRET\n");
                printf("jsr  pc,CRET\n");
                return;
        case 67:
                printf("mov  (r4)+,r3\n");
                printf("mov (r4)+,r2\n");
                printf("mov  r2,-(r4)\n");
```

```
                        printf("mov r3,-(r4)\n");
                        return;
                case 68:
                        printf("mov  $%o,-(r4)\n",
                                numbers[i].numberi*2);
                        printf(".globl READF\n");
                        printf("jsr pc,READF\n");
                        return;
                case 69:
                        printf(".globl READFN,atof\n");
                        printf("jsr pc,READFN\n");
                        printf("jsr pc,atof\n");
                        printf("movf fr0,*(r4)+\n");
                        return;
                case 70:
                        printf(".globl READFS\n");
                        printf("jsr  pc,READFS\n");
                        return;
                case 71:
                        printf(".globl READFE\n");
                        printf("jsr  pc,READFE\n");
                        return;
                case 72:
                        printf(".globl WRITFN\n");
                        printf("jsr  pc,WRITFN\n");
                        return;
                case 73:
                        printf(".globl WRITFS\n");
                        printf("jsr  pc,WRITFS\n");
                        return;
                case 74:
                        printf(".globl WRITFE\n");
                        printf("jsr  pc,WRITFE\n");
                        return;
                case 75:
                        printf("mov  $%o,-(r4)\n",
                            numbers[i].numberi*2);
                        printf(".globl WRITF\n");
                        printf("jsr pc,WRITF\n");
                        return;
}}
caldope(i,j1,k) int i,j1,k;{
        int i1; dope[dopept]=1;
        symtable[i].amt=1;
        for (i1=dopept-1; i1 > k; i1--)
             { symtable[i].amt =* (dope[i1]+1);
               dope[i1]=* dope[i1+1];  }
        symtable[i].amt =* (dope[k]+1);
        dope[k]=j1;
    }
```

```
#
# define TRUE      1
# define FALSE     0
# define ERRORFILE  2
# define SYMSIZE   200
# define NUMSIZE   200
# define NAMELENGTH  14
# define SIMLEN  10
# define CDISP     10
# define MAXFOR    10

char filin[518];
char *filein  filin;
extern int fout;
int  fileout;
char  filnam[NAMELENGTH+1];

/* this array defines the function of each character in
   the ASCII character set for use in yylex

        -2  =  eof and end token for yacc
        -1  =  illegal characters to be deleted
         0  =  blanks and tabs to be discarded
         1  =  newline -- used to update line counter
         2  =  legal special cahracters
         3  =  all letters and the dollar sign '$'
         4  =  digits and the decimal point '.'
         5  =  quote -- used to delimit strings and
               deleted  '"'
         6  =  @ -- continuation

   */


int chartype [128]  {
-2,-1,-1,-1,-1,-1,-1,-1,-1,0,1,-1,-1,
-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,-1,
-1,-1,-1,-1,-1,-1,0,2,5,-1,3,-1,
2,-1,2,2,2,2,2,2,4,2,4,4,4,4,4,4,4,4,4,4,
-1,2,2,2,2,-1,6,
3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,
2,-1,2,2,-1,-1,
3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,3,
-1,2,-1,2,-1};


int yyline  1,errorcnt  0;       // glbl line cntr for yacc
int conflag  0,exflag  1;        // cont and extern ref flag
int c;        // the global next character
char stig [256];     // the global string collector
int stigl;          // the length of the string literal
```

```
int dimv 0,eofflag 0; int defv 0;
int funccnt 0; // global flags and counter
int j;      // general temp
int fds[15];         // fds for READ/WRITE FILE


struct  {
        double numberf;
        int    numberi;
        int    use;
        int    luse;
        int    dec;     }  numbers[NUMSIZE];

   /*  numbers is a structure used to hold literal numbers

             dec   =  -1  floating point declaration
                       0  integer declaration
             luse  =   1  used as number
             use   =   1  used only as label
                       2  used as statement label

             numberf  =  floating point values
             numberi  =  integer value
   */

int numberpt 0;   // index of numbers
int dope[200];    // vector used to hold dope values
int dopept;       // next available dope position


struct  {
        char symbol[SIMLEN];
        int        type;
        int        dimen;
        int        length;
        int        amt;
        int        dopv;      } symtable [SYMSIZE];

   /*   symtable  is a structure used as a symbol table

             symbol  =  identifier value
             type    =  -1    null parms of extern variables
                     =  0     numeric id
                        1     numeric array
                        2     string id
                        3     string array
                        4     function
                        5     numeric bif
                        6     string bif
                        7     simple format
                        8     numeric format
```

```
                         9     numeric string bif
                        10     external variables

                dimen    =  dimension of array
                            number of parameters for function
                length   =  lenght of a string
                dopev    =  index of the first element of
                            the arrays dope vector in dope
                amt      =  use for bif's  1=used  0=unused
                            number of elements in numeric array
                            number of bytes in a string array

    */

int sympt SYMSIZE-1;    // pointer into the symbol table
int tnum,tsym; // temporaries is structures
int RWBASE;          // base of reserve words in symbol table


int forcnt 0; int tempcnt 0,maxtemp -1;
int maxfor -1; int oncnt 0;
int forctr 0;

    /*          forcnt    =  current depth of nested for loops
                tempcnt   =  value used to manage the temporary
                             pool used as tempcnt%20
                maxfor    =  maximum number of for loops nested
                             to this point in the program --
                             used to determine number of for loop
                             variables needed
                oncnt     =  count of ON statement label
                forctr    =  current count of all FOR's used --
                             used for label defintion
    */


int dfunar[20]; int dpfunar 0;

int datapt 0;    // pointer to the next data value
double data[100];  // data list to be used as data to READ




char *msg [] {
    "**ERROR**  attempt to redefine a numeric id as array ",
    "**ERROR**  attempt to redefine an array id ",
    "**ERROR**  attempt to redefine a string ",
    "**ERROR**  attempt to redefine function ",
    "**ERROR**  attempt to redefine built in function ",
    "**ERROR** attempted use of numeric id as array ",
    "**ERROR** incorrect number of parameters ",
```

```
   "**ERROR** illegal use of external name",
   "**ERROR** illegal use of string id as string array",
   0
   };

extern char *bifs[];
int biftype[]  {
        5,5,5,5,5,5,5,5,5,6,6,9,5,5,5,6,5,5,8,8,7,5,-1  };
int bifact []  {
        0,0,3,0,3,0,0,0,0,3,3,6,0,3,0,2,0,0,8,8,-1,1,-1 };

/*  variables for data string collection   */

char datastring[400];
char *datastpr  &datastring[0];

# define  SYMSIZE  200
# define  NUMSIZE  200
# define  SIMLEN   10


struct  numbers  {
        double numberf;
        int    numberi;
        int    use;
        int    luse;
        int    dec;    }  ;
extern struct numbers  numbers[];

   /*  numbers is a structure used to hold literal numbers

            dec   =  -1  floating point declaration
                      0  integer declaration
            luse  =   1  used as number
            use   =   1  used only as label
                      2  used as statement label

            numberf   =  floating point values
            numberi   =  integer value
   */



struct  symtable   {
        char symbol[SIMLEN];
        int        type;
        int        dimen;
        int        length;
        int        amt;
        int        dopv;     } ;
extern  struct symtable  symtable [];
```

```
/*    symtable  is a structure used as a symbol table

          symbol   =   identifier value
          type     =   -1    null parms of extern variables
                   =   0     numeric id
                       1     numeric array
                       2     string id
                       3     string array
                 \     4     function
                       5     numeric bif
                       6     string bif
                       7     simple format
                       8     numeric format
                       9     numeric string bif
                      10     external variables

          dimen    =   dimension of array
                       number of parameters for function
          length   =   lenght of a string
          dopev    =   index of the first element of
                       the arrays dope vector in dope
          amt      =   use for bif's  1=used  0=unused
                       number of elements in numeric array
                       number of bytes in a string array

   */


   /*
   the following definitions are the reserve words of BASIC
             reservewords   =  capitol spellings
            lreservewords   =  lower case spellings
                          note the '←' inserted to all texts
                          to allow "C" to process the values
                          of its own reserve words.

   */
char *reservewords [] {
   "STEP",
   "GO",
   "IF",
   "ON",
   "TO",
   "DEF",
   "DIM",
   "END",
   "FOR",
   "LET",
   "REM",
   "DATA",
   "ELSE",
   "GOTO",
   "FILE",
   "NEXT",
```

```
    "READ",
    "OPEN",
    "STOP",
    "THEN",
    "GOSUB",
    "INPUT",
    "PRINT",
    "CLOSE",
    "WRITE",
    "RETURN",
    "RESTORE",
    "SUB",
    "RANDOMIZE",
    "EQ",
    "LT",
    "GT",
    "GE",
    "LE",
    "NE",
    "REMARK",
    "CALL",
    "EXTERN",
    "INTEGER",
    "FLOAT",
    "DOUBLE",
    "CHAR",
    "ADDR",
    "OR",
    "XOR",
    "NOT",
    "AND",
    0
    };

char *lreservewords [] {
    "←step",
    "←go",
    "←if",
    "←on",
    "←to",
    "←def",
    "←dim",
    "←end",
    "←for",
    "←let",
    "←rem",
    "←data",
    "←else",
    "←goto",
    "←file",
    "←next",
    "←read",
    "←open",
    "←stop",
```

```
"←then",
"←gosub",
"←input",
"←print",
"←close",
"←write",
"←return",
"←restore",
"←sub",
"←randomize",
"←eq",
"←lt",
"←gt",
"←ge",
"←le",
"←ne",
"←remark",
"←call",
"←extern",
"←integer",
"←float",
"←double",
"←char",
"←addr",
"←or",
"←xor",
"←not",
"←and",
0
};


char *bifs[]    {
                    "atan",
                    "exp",
                    "mod",
                    "log",
                    "rnd",
                    "sin",
                    "cos",
                    "sqrt",
                    "tan",
                    "len",
                    "asc",
                    "chr$",
                    "cosh",
                    "int",
                    "sinh",
                    "val",
                    "rad",
                    "deg",
                    "tab",
                    "col",
```

```
        "page",
        "abs",
        0
};
```

```
    /* the following are the user defined functions required
       to provide scanning  */
yylex()
   { extern int yylval;     // this value is used to return
                             // values to yacc
     double atof();
     char id[10],numstr[50]; int i,k,l; double d,b;
       while (TRUE)        // go forever or until return
       {
            switch(chartype[c])
            {
            /* eof and the end
               token for yacc       -- case -2
               illegal characters -- case -1
               blanks               -- case  0
               newline              -- case  1
               legal specials       -- case  2
               letters              -- case  3
               digits and decimal -- case  4
               strings              -- case  5
               continuation         -- case  6
            */
            default:
            case -2: return (c);  // if we get here
                                  // we'd better be done
            case -1: id[0]=c; id[1]='\0';
                     error(id,"illegal character  deleted");
                     c=getc(filein); break;
                          // throw away illegal characters
            case  0: c=getc(filein); break;
                          // blanks thrown away

            /*  just update the line counter and return
                        newline to yacc  */

            case  1:
                     yyline++; i=c; c=getc(filein);
                     if (eofflag) c=0;
                     if (! conflag)
                          { exflag=1; dimv=0; defv=0;
                           if(tempcnt > maxtemp)
                                maxtemp = tempcnt;
                                tempcnt=0; return(i);  }
                     conflag=0; break;
                                // continuation on next line
            case  2: i=c; c=getc(filein);
                        // return the legal character as is
                     return (i);


            case 3: i=0; id[i++]=c;
```

```
                    //collect id's and reserved words
                c=getc(filein);
/* collect the first 9 letters in id -- note no reserved
word is longer than 9 and id's are limited to 4   */
                while (((chartype[c]==3) ||
                        (chartype[c]==4))
                        && i < 9)
                {   id[i++]=c; c=getc(filein);   }
                id[i]='\0';   j=i;
                        // pad null to end string
                /*  upper case reserve words   */
                l=lookrs(id);
                if (l != -1)  // return reserve if valid
                    switch (l)
                    {
                    case 0: return (STEP);
                    case 1: return (GO);
                    case 2: return (IF);
                    case 3: return (ON);
                    case 4: return (TO);
                    case 5: defv=1; return (DEF);
                    case 6: dimv=1; return (DIM);
                    case 7: eofflag=0; return (END);
                            // guarantee eof
                    case 8: return (FOR);
                    case 9: return (LET);
                    case 10:
                    case 35: while(c != '\n')
                             c=getc(filein); return(REM);
                    case 11: return (DATA);
                    case 12: return (ELSE);
                    case 13: return (GOTO);
                    case 14: return (FILE);
                    case 15: return (NEXT);
                    case 16: return (READ);
                    case 17: return (OPEN);
                    case 18: return (STOP);
                    case 19: return (THEN);
                    case 20: return (GOSUB);
                    case 21: return (INPUT);
                    case 22: return (PRINT);
                    case 23: return (CLOSE);
                    case 24: return (WRITE);
                    case 25: return (RETURN);
                    case 26: return (RESTORE);
                    case 27: return  (SUB);
                    case 28: return  (RANDOMIZE);
                    case 29: yylval=0; return  (relspec);
                    case 30: yylval=12; return (relspec);
                    case 31: yylval=8; return  (relspec);
                    case 32: yylval=20; return (relspec);
                    case 33: yylval=16; return (relspec);
                    case 34: yylval=4; return  (relspec);
                    case 36: oncnt=0; exflag=0;
```

```
                         return(CALL);
                case 37: oncnt=0; exflag=0;
                         return(EXTERN);
                case 38:
                case 39:
                case 40:
                case 41:
                case 42:
                        yylval=1-38; return(TYPE);
                case 43:  return(OR);
                case 44:  return(XOR);
                case 45:  return(NOT);
                case 46:  return(AND);
                }

/*  not a reserve word look for an ID if length ok  */

        if (j >= 5 && exflag)  // 4 char limit on std ids
            { error(id,
                "illegal ID name  -- numeric ID used");
                id[4]='\0'; i=lookup(id);}
            else i=lookup(id);

/*
Any ID which conforms to normal BASIC ID definitions is
acceptable -- thus the following forms are recommended

        numeric id's      --  letter
                              letter digit

        string id's       --  letter  '$'
                              letter digit '$'

        function id's     --  FN letter
                              FN letter digit

    These forms are recommended however the following are
    the resrtictions which are enforced.

        1) length 1-4 characters
        2) the id must begin with a letter,
                upper or lower case
        3) rules for the recognition of types

            numeric id's    wxyz

                             w ¬= F,f
                             x ¬= N,n,$
                             y ¬= $

            string id's     wxyz

                             w ¬= F,f
                             x ¬= N,n
```

```
                              x or y must = $

              function id's  wxyz

                              w must = F,f
                              x must = N,n

        4) id's may mix upper and lower case freely


*************************************************************

NOTE

   reserve words are acceptable as entirely UPPER CASE or
   LOWER CASE, however they may not be MIXED!

   */
          if (i != -1)     // return type if predeclared
              { if (dimv==1 || defv==1)
                     switch(symtable[i].type)
                  {
                  case 0:
                  case 10: if (defv == 1)
                             { yylval=insert(id);
                                  return(numeric+id);}
                          error(id,msg[0]);
                          return(numeric+id);
                  case 1: error(id,msg[1]);
                          return(array+id);
          case 2: case 3: error(id,msg[2]);
                          return(string+id);
                  case 4: error(id,msg[3]);
                          return(function+id);
          case 5: case 6:
          case 7: case 8: case 9: error(id,msg[4]);
          default: error(id,msg[7]);
          }
                yylval=i;
                switch (symtable[i].type)
                  {
                  case 0:
                  case 10: return (numeric+id);
                  case 1: return (array+id);
                  case 2: return (string+id);
                  case 3: return (string+id);
                  case 4: return (function+id);
                  case 5: return (numeric+bif);
                  case 6: return (string+bif);
                  case 7: return (simple+format);
                  case 8: return (numeric+format);
                  case 9: return (str+num+bif);
                  }}
```

```
/*  check for a function definition  FN,Fn,fN,fn   */

            if ((id[0] == 'F' || id[0] == 'f') &&
                (id[1] == 'N' || id[1] == 'n'))
                {i=insert(id); yylval=i;
                 symtable[i].type=4;
                        return (function+id);}

/* not a function -- a string id??    x$,xy$   */

            if (id[1] == '$'   ||  id[2] == '$')
                {i=insert(id); yylval=i;
                if (dimv != 1) {
                 error(id,
                    "**WARNING** undefined string id");
                 error(id,"assigned default length 16");
                 errorcnt = errorcnt-2;
                            // back out error on warning
                 symtable[i].length=16;  }
                 symtable[i].type=2;
                 return (string+id);}

/*  not function or string must be numeric   */

            i=insert(id); yylval=i;
            return (numeric+id);

        case 4: d=0.; b=.1; j=0; i=0;
                                // numbers fall here

/*  does the number begin with a decimal point ???  */

        numstr[j++]=c; if (c=='.') i=1;
        c=getc(filein);

        while(chartype[c] == 4  && j<49)
            if (c != '.')
                {numstr[j++] = c; c=getc(filein); }
                else if (i==1) {  break; }
                     else {  i=1; numstr[j++]=c;
                             c=getc(filein);  }
            if (i || j<5) numstr[j]= '\0';
                else if (j>5 || numstr[0] >= '3')
                           { i=1; numstr[j++]='.';
                               numstr[j]='\0'; }
                     else    { numstr[j]='\0'; }

            if (i == 0) { j = atoi(numstr); k=lookni(j);
                           // declared as integer lookup
                         if (k == -1)
                           { d=j;  k=insertnr(j,d);
                               numbers[k].dec=0;}}

                else { d=atof(numstr);
```

```
                              //declared as real lookup
                         j=d; k=looknf(d);
                         if (k == -1)
                              { k=insertnr(j,d);
                                numbers[k].dec= -1;   }}
          /* return index in number table
          in yylval and return number */

                                yylval=k; return (number);


               case 5: stigl=0;    // strings fall here
                       while ((c=getc(filein)) != '"'
                              && stigl < 256)
                             stig[stigl++]=c;
                              // collect the string in stig
                       c=getc(filein); stig[stigl]='\0';
                            // put in the null for string
                       return (string);
               case 6:      //  continuation
                       conflag=1;  c=getc(filein); break;
                              // flag on nextchar
          default:  return(0);
     /*   end of yylex   */
}}}


yyinit (argc,argv)    int argc; char **argv;  {   int ij;
          if (argc != 2) { error("ARG COUNT??",0); exit(1);}
          j=0;
          ij=0;
          while(argv[1][j] != '\0'  && ij < NAMELENGTH - 2)
               { if (argv[1] [j] == '/') { ij=0; j++;}
                              // set filename back
                    else  filnam[ij++] =argv[1] [j++];
               }
           if( ! (filnam [ij-1] =='b'
                  && filnam [ij-2]== '.') || ij<3)
                  { error("file type??",0); exit(1); }
          filnam[ij-1]='s';
          filnam[ij]='\0';
          fout = creat(filnam,0666);
          if (fout == -1)
               { error(filnam,"can not open??"); exit(1);   }
          printf(".globl ←main\n\n.text\n\n←main:\n\n");
          printf("setd\nmov $STACK,r4\n");
          semant(32,-1);
          semant(55,-1);
          for(tnum=0; bifs[tnum] != 0; tnum++)
               {   j=insert(bifs[tnum]);
                   symtable[j].type  = biftype[tnum];
                   symtable[j].dimen = 1;
                   symtable[j].length = bifact[tnum];
               }
```

```
        RWBASE=j;
        j=lookup("mod"); symtable[j].dimen=2;
        j=lookup("rnd"); symtable[j].dimen=0;
        j=lookup("page"); symtable[j].dimen=0;
        if (fopen(argv[1],filein) == -1)
            {error("can not open arg1",0);
                    unlink(filnam); exit(1); }
         c=getc(filein);  }
                  // called first by yacc get first character


yyaccpt () { int k,l,m,n; char *dataptr; double d; d=0;
   printf(".globl  DATCNT,DATA,DATAEND");
   printf("STRNEXT,STREND,STRDATA\n");
   printf (".data\n\n");
   k=datapt*8;
   printf("DATCNT: 0\n");
   printf("DATA: \n");
   for (j=0; j < datapt; j++)
        numbrcv(&data[j]);
   printf("DATAEND: 0;0;0;0\n");
   printf("STRNEXT:  .=.+2\nSTRDATA:\n");
   if (datastpr != datastring[0])printf("\n<");
   for (dataptr = &datastring[0];
            dataptr < datastpr; dataptr++)
        if (*dataptr == '\0') printf("\\0>\n<");
                else  putchar(*dataptr);
   printf("\\0>; STREND:  .byte 0;.byte 0; .even\n");
   for (j=0; j<numberpt; j++)
     if (numbers[j].dec != 0 || numbers[j].luse == 1)
        { printf("N%d: ",j);
          numbrcv(&numbers[j].numberf);  }
   for (j=sympt+1; j<RWBASE; j++)
        { k=symtable[j].type;
           switch (k)
            {
              case 0:
              case 10:
              printf("S%d: 0; 0; 0; 0\t/ %s\n",
                         j,symtable[j].symbol);break;
              case 1:          l=symtable[j].dopv;
                               m=symtable[j].dimen;
                               printf ("SD%d :  %o\t\t/%s\n",
                                     j,m,symtable[j].symbol);
                               for (n=l+1; n < l+m; n++)
                                 { if (k==1) dope[n]=* 8;
                                   printf ("        %o\n",
                                                dope[n]); }
                               break;
              case 2: l=symtable[j].length-1;
                      printf("S%d: 0;   .=.+%o;",j,l);
                      printf(" .even\t\t/%s\n",
                               symtable[j].symbol); break;
              case 4: printf("S%d: 0; 0; 0; 0\t\t",j);
```

```
                    printf("/%s\n",symtable[j].symbol);
                                        break;
            }
        }
            j=0;
            for (k=0; k<15; k++)
                if(fds[k] != 0)
                    {
                    if (fds[k] == 1) j++;
                      else
                error("more files referenced than opened",0);
                    }
            if(j!=0)
                {
                printf("BUF: .=.+%o\n",j*518);
                printf(".globl  FD,FD0\nFD:\n");
                l=0;
                for(k=0; k<15; k++)
                    if (fds[k] != 0)
                        printf("\tBUF+%o\n",518*(l++));
                        else printf("\t0\n");
                printf("FD0: .=.+30.\n");
                printf(".text\n.globl  FCLOSE\nENDER:\n");
                printf("jsr  pc,FCLOSE\n");
                printf("sys  exit\n");
                }
                else printf(".text\nENDER: sys exit\n");

printf("\n\n.bss\n\n");
printf("STACKTOP:  .=.+50.\nSTACK: .=.+2\n");
for (j=0; j <= forctr; j++)
    printf("FM%d: .=.+8.\nFI%d: .=.+8.\n",j,j);
if (maxtemp < 20) k=maxtemp; else k=20;
for (j=0;j<k;j++)
    printf("T%d: .=.+ 8.\n",j);
for (j=symptr+1; j < RWBASE; j++)
    { k=symtable[j].type;
      l=symtable[j].amt ;
        switch(k)
            {
             case 1: l=l*8;printf("S%d: .=.+%o\t\t/%s\n",
                          j,l,symtable[j].symbol);
                      break;
            case 3: printf("S%d: .=.+%o; .even\t\t/%s\n",
                             j,l,symtable[j].symbol);
            }
    }
}
```

```
# define ERRORFILE  2
# include "./bstruc.h"
extern int errorcnt, fileout, fout, yyline, RWBASE,
            numberpt,sympt,j;
extern char filnam[];
main (argc,argv)
    int argc;
    char *argv[];
    {
    yyinit(argc,argv);
    if(yyparse() || errorcnt >0)
        { unlink(filnam); exit(1);  }
    yyaccpt();
    flush();
    exit(0);
    }
compar(s1,s2) // compares two strings returns 0 if n.e.
    char *s1,*s2;
    {
        while (*s1++ == *s2)
            if (*s2++ == '0') return (1);

        return (0);

    }


strcopy(s,t)    // this procedure copies strings
    char *s,*t;  {

        while(*t++ = *s++);

    }




numbrcv(st) int *st [];
    { int i;
      for (i=0; i<3; i++)
         printf("%o; ",st[i]);
      printf("%o 0,st[3]);
    }


error(x,y)  char *x,*y;
    {
        flush();
        fileout=fout;
        fout = ERRORFILE;
        if (y == 0)
```

```
            printf("153s0,x);
          else
            printf("153d: %s: %s0,yyline,x,y);
        flush();
        fout = fileout;
        errorcnt++;
    }

yyerror(s) char *s; {
  extern int yychar;
  extern char *yysterm[];
    flush();
    fileout=fout;
    fout=ERRORFILE;
     printf("153s", s );
     if( yyline ) printf(", line %d,", yyline );
     printf(" on input: ");
     if( yychar >= 0400 )
        printf("%s0, yysterm[yychar-0400] );
    else switch ( yychar ) {
         case ' ': printf( "\t0 ); break;
         case '0: printf( "\n0 ); break;
         case '0': printf( "$end0 ); break;
         default: printf( "%c0 , yychar ); break;
         }
    errorcnt++;
    flush();
    fout=fileout;
  }

lookup(s) char *s;  {       // this procedure validates id's
        int i;             // returning -1 or symboltable index

        for (i=sympt+1; i<RWBASE; i++)
            if (compar(s,symtable[i].symbol) > 0) return (i);

    /*  handle upper and lower case reserve words */

        for (i=RWBASE; i<SYMSIZE; i++)
            if(compar(s,symtable[i].symbol) > 0 ||
               bifcompar(s,i) > 0) return(i);

        return (-1);
    }

bifcompar(s,i)  char *s; int i;
    { // check bifs by translating all lowercase to uppercase
        // returns index or -1 if no match
      int k1,k;
      char t[SIMLEN];

        k1='a'-'A'; // difference between uppercase and lcase

        for (k=0; s[k] != '0'; k++) t[k] = s[k] + k1;
```

```
        t[k] = '0';

        return(compar(t,symtable[i].symbol));
    }

lookrs(str)  /* resere word lookup -1 is not found  */
    char *str; {
    int i;

        for (i=0;reservewords[i] != 0; i++)
            if (compar(str,reservewords[i])  ||
                compar(str,&lreservewords[il [1])) return(i);
    return (-1);
    }


looknf (nf) //locates numbers declared as real
    double nf;  {
    int i;

        for (i=0;i < numberot; i++)
            if (numbers[i].numberf == nf) return (i);
        return (-1);              // return -1 for not found
    }


lookni(ni)    // this procedure locates numbers
                    // declared as integer
    int ni;  {
    int i;

        for (i=0;i < numberot; i++)
            if (numbers[i].numberi == ni) return (i);

        return (-1);            // return -1 for not found
    }


insert(cc)        // this procedure inserts new id's and
    char *cc;{   // zeros all entries --
          j=symot--;               // returns index in table
        if (j<0)
            { error("fatal error -- symbol table overflow",
                    "compilation terminated");
              unlink(filnam); exit(1);
            }
        strcopy(cc,symtable[jl.symbol);

        symtable[j].type=0;
        symtable[j].dimen=0;
        symtable[j].length=0;
        symtable[j].dopv=0;
        return (j);
```

```
    }


insertnr(j1,d)    // this procedure adds new numbers to the
    double d; int j1; // number table -- zeroing all entries
    {  int i;              // returns the index in the table

        i=numberpt++;
        if (i>= NUMSIZE)
            { error("fatal error -- number table overflow",
                    "compilation terminated");
              unlink(filnam); exit(1);
            }

        numbers[i].numberf=d;
        numbers[i].numberi=j1;
        numbers[i].use=0;
        numbers[i].luse=0;
        numbers[i].dec=0;
        return (i);
    }
```

COMPAR.s

```
 .globl COMPAR,AND,OR,XOR,NOT
 .text
COMPAR:
    jmp   3f(r3)

3:

    beq   4f
    br    5f
    bne   4f
    br    5f
    bgt   4f
    br    5f
    blt   4f
    br    5f
    ble   4f
    br    5f
    bge   4f

5:
    clr   -(r4)        // FALSE into stack
    rts   pc
4:
    mov   $1,-(r4)         // TRUE into stack
    rts   pc


NOT:
    tst   (r4)
    beq   1f       //  TRUE or FALSE in stack?
    clr   (r4)         // TRUE before set FALSE
    rts   pc
1:
    mov   $1,(r4)      // FALSE before set TRUE
    rts   pc

AND:
    cmp   (r4)+,(r4)
    bne   1f
    rts   pc       //  both the same so AND is correct
1:
    clr   (r4)    //  different AND => FALSE
    rts   pc

OR:
    cmp   (r4)+,(r4)
    bne   1f
    rts   pc       //  both the same so OR is correct
1:
    mov $1,(r4) //  different OR => TRUE
```

```
    rts   pc

XOR:
    cmp   (r4)+,(r4)
    beq   1f
    mov   $1,(r4)          // different XOR  => TRUE
    rts   pc
1:
    clr   (r4)             //same  XOR  => FALSE
    rts   pc
```

```
 .globl CSET,CRET
 .globl fndigit,ERROR,strmv
 .text
CSET:
    mov   (r4)+,r3
    mov   (sp)+,r0
    mov   sp,stacksave        / save old stack pointer for chop
    cmp   $0,r3
    beq   3f
    mov   $here,r5
1:
    mov   (r4)+,r2
    jmp   *2f(r2)
here:
    sob   r3,1b

  3:
    jmp   *r0

2:                / table of actions
    intval
    floatval
    dblval
    charval
    special
    intarray
    floatarray
    dblaray
    charstring
    special

intval:
        movf   *(r4)+,fr0
        movfi   fr0,r2
        mov     r2,-(sp)
        jmp   *r5
floatval:
        movf   *(r4)+,fr0
        setf
        movf   fr0,-(sp)
        setd
        jmp   *r5
dblval:
        movf   *(r4)+,fr0
        movf   fr0,-(sp)
        jmp   *r5
dblaray:
        tst   (r4)+        /throwaway dopevector info
        mov   (r4)+,-(sp)     / put address in stack
        jmp   *r5
floatarray:
intarray:
            jsr   r5,ERROR
```

```
                <**ERROR** unimplemented call option\0>;   .even
charval:
        tst   (r4)+        / throw away length
        movb *(r4)+,-(sp)
        jmp   *r5
charstring:
        tst   (r4)+        / throw away length
        mov   (r4)+,-(sp)
        jmp   *r5
special:
        mov   *(r4)+,-(sp)
        jmp   *r5


CRET:
        mov   (sp)+,r1
        mov   stacksave,sp
        setd
        tst   2(r4)
        beq   1f

        mov   (r4)+,r2
        jmp   *2f(r2)

2:
        intret
        floatret
        dblret
        charret
        specret
        intptr
        floatptr
        dblptr
        charptr
        specret


intret:
        tst     (r4)+          / throwaway dummy
        movif  r0,fr0
        movf    fr0,*(r4)+
        jmp   *r1
floatret:
        tst     (r4)+          / throwaway dummy
        setf
        clrf   4(r4)
        movf   fr0,*(r4)+
        setd
        jmp   *r1
dblret:
        tst     (r4)+          / throwaway dummy
        movf   fr0,*(r4)+
        jmp    *r1
charret:
```

```
        tst     (r4)+        / throw away dummy
        movb    r0,(r4)
        movb    $'\0,1(r4)
        cmp     (r4)+,(r4)+     /throw away old length and addr
        jmp     *r1
charptr:
        tst     (r4)+        / throw away dummy
        mov     (r4)+,r3     / get address
        mov     (r4)+,r2     / get old length
        mov     r3,-(r4)     / restore address on bottom
        mov     r2,-(r4)     / restore length on top
        mov     r0,-(r4)     / new string address
        mov     $77777,-(r4) /dummy len to force use of old len
        jsr     pc,strmv
        jmp     *r1
specret:
        tst     (r4)+        / throw away dummy
        mov     r0,*(r4)+    / move pointer into place
        jmp     *r1
intptr:
floatptr:
dblptr:
        jsr     r5,ERROR
        <**ERROR** unimplemented call option\0>;   .even

  1:        /  procedure calls come here clean stack

charuse = 6
charpuse = 16

   cmp (r4),$charuse    / check for char call with 4 parms
   beq 2f
   cmp (r4)+,$charpuse / check for char call with 4 parms
   beq 2f
   cmp  (r4)+,(r4)+     / throwaway unneeded function addrs
   jmp  *r1
  2:
   cmp  (r4)+,(r4)+     / throwaway unneeded function addrs
   tst  (r4)+           / throwaway unneeded function addrs
   jmp  *r1

stacksave:  .=.+2
```

```
 .globl  DOPCAL
 .text
DOPCAL:

   mov $0,dctmp
   mov *(r4),r0          /get number of subscripts
   mov (r4)+,r1          /move address of dope vector into r1
   inc r1                /move to fisrt dope value
   inc r1
   mov $8,r2        /the first displacement is 1

TOPC:
   mul (r4)+,r2
   add r3,dctmp
   mov (r1)+,r2
   sob r0,TOPC
   mov dctmp,r3
   add (r4),r3      /add in the base of the array
   mov r3,(r4)      /leave the address in the stack
   rts pc
 .data
dctmp:  0      / temporary for calculation
```

```
 .globl ERROR
ERROR:
   1:
        mov    $2,r0
        movb   (r5)+,erch
        beq    2f
        sys    write;  erch;  1
        br 1b
   2:
        sys    exit
erch:      .=.+2
```

```
 .globl  OPEN,CLOSE,SERROR,FCLOSE
 .globl  FD,FDO,fopen,fcreat,ERROR,flush
 .text

OPEN:
    mov    (r4)+,r1        /mode
    mov    (r4)+,r0        /address of name
    mov    r0,r2
    mov    $FDO,r3         /open flags
    add    (r4),r3         /select correct flag
    tst    (r3)            /open or closed
    beq    1f
    jsr    r5,SERROR
    <attempted to reopen: \0>;  .even
  1:
    inc    (r3)
    mov    $FD,r3          /buffer base
    add    (r4)+,r3        /select correct buffer
    jmp    *3f(r1)         /select mode

  3:                       /table of modes
    RANDO
    ROPEN
    CREATE
    APPEND

RANDO:
    jsr    r5,SERROR
    <unimplemented random access: \0>;  .even

ROPEN:
    mov    (r3),3f
    jsr    r5,fopen; 3: 0
    bes    FILERROR
    rts    pc

CREATE:
    mov    (r3),3f
    jsr    r5,fcreat; 3: 0
    bes    FILERROR
    rts    pc

APPEND:
    mov    r0,3f
    sys    open;  3:  0; 1
    bes    FILEARROR
    mov    r0,*(r3)
    mov    $512 .,*2(r3)
    mov    r3,r2
    add    $6,r2
    mov    r2,*4(r3)
    mov    *(r3),r0
    sys    seek; 0; 2
```

```
    rts    pc

FILERROR:
    jsr    r5,SERROR
    <file open error: \0>
FILEARROR:
    jsr    r5,ERROR
    <error on open for append\n\0>;   .even

SERROR:
   1:
    mov   $2,r0
    movb  (r5)+,sech
    beq   2f
    sys   write; sech; 1
    br    1b
   2:
    mov   $2,r0
    movb  (r2)+,sech
    beq   3f
    sys   write; sech; 1
    br    2b
   3:
    mov $2,r0
    mov $'\n,sech
    sys write; sech; 1
    sys exit

CLOSE:
    mov   $FD,r3
    add   (r4),r3
    mov   (r3),2f
    jsr   r5,flush; 2: 0
    mov   *(r3),r0
    sys   close
    mov   $FDO,r3
    add   (r4)+,r3
    clr   (r3)
    rts   pc

FCLOSE:
    mov   $14 .,r1
    mov   $FD,r2
    mov   $FDO,r3
   1:
    tst   (r3)
    beq   2f
    mov   (r2),3f
    jsr   r5,flush; 3: 0
    mov   *(r2),r0
    sys   close
   2:
    add   $2,r2
    add   $2,r3
```

```
        sob   r1,1b
        rts   pc
      .data
sech: 0
```

```
 .globl READF,READFN,READFS,READFE
 .globl FD,FD0,getc
 .text

READF:
    mov    $FD,r2
    add    (r4)+,r2
    mov    (r2),READFILE
    rts    pc
 .data
READFILE:  0

 .globl ERROR
 .text
READFN:
    mov $rnumbst,r3
    mov $23 .,r1       /length of number limited to 23 digits
    clr r2
1:
    mov READFILE,2f           /standard input
    jsr  r5,getc; 2: 0
    bes  badread
    movb r0,rch
    cmpb $'9,rch
    blt 6f
    cmpb $'0,rch
    bgt 2f
    movb rch,(r3)+
    sob r1,1b
    br 6f
2:
    cmpb $' ,rch
    beq 3f
    cmpb $'\t,rch
    beq 3f
    cmpb $' .,rch
    beq 5f
    cmpb $'-,rch
    beq 4f
    cmpb $'+,rch
    beq 3f
    br 6f
3:
    cmp r3,$rnumbst
    beq 1b
    cmp r3,$rnumbst+1
    bne 6f
    tst r2
    bne 6f
    sob r1,1b
4:
    cmp r3,$rnumbst
    bne 6f
```

```
    movb rch,(r3)+
    br 1b
5:
    tst r2
    bne 6f
    movb rch,(r3)+
    inc r2
    sob r1,1b
6:
    tst r2
    bne 2f
    movb $' .,(r3)+
2:
    movb $'\0,(r3)
    mov  $rnumbst,-(r4)
    rts  pc
badread:
    jsr r5,ERROR
<ERROR bad system call  READFN\n\0>
 .even
 .data
rch:     .=.+2
rnumbst:  .=.+24.


 .globl ERROR
 .text
READFS:

    mov (r4)+,r1          /length to be read
    mov (r4)+,r2          /address
1:
    mov READFILE,2f            /default input
    jsr  r5,getc; 2: 0
    bes  badsread
    movb r0,srch
    cmpb $'\n,srch
    beq 2f
    cmpb $'",srch
    beq 2f
    movb srch,(r2)+       /put character in place
    sob  r1,1b            /string full yet?
2: movb $'\0,(r2)         /all strings end in null
    rts pc
badsread:
    jsr   r5,ERROR
    <ERROR  bad system call  READFS\n\0>;  .even

srch:    .=.+2


READFE:

  1:
```

```
	mov	READFILE,2f
	jsr	r5,getc; 2: 0
	bes	2f
	cmpb	$'\n,r0
	bne	1b
2:
	rts	pc
```

```
 .globl SDCAL
 .text
SDCAL:
   movf   *(r4)+,fr0
   movfi  fr0,r2
   mov    (r4),r1           // save length for later
   inc    (r4)              // augment length by null on end
   mul    (r4)+,r2      // multiply by length
   add    r3,(r4)       // add displacement to base
   mov    r1,-(r4)      // restore the length
   rts    pc
```

```
 .globl SUBSTR
 .text
SUBSTR:
    movf   *(r4)+,fr0        // length of substr
    movf   *(r4)+,fr1        // starting offset
    mov    (r4)+,r1          // length of string

    movfi  fr1,r2
    dec    r2
    cmp    r2,r1
    bge    1f                // too long
    movfi  fr0,r3
    add    r3,r2
    cmp    r2,r1
    bge    2f                // start+length too far

    movfi  fr1,r2            //  all OK
    dec    r2
    add    r2,(r4)      //  alter address by starting byte
    movfi  fr0,-(r4)         //  new length into stack
    rts    pc

1:
    add    r1,(r4)           //  point to end of string(NULL)
    mov    $1,-(r4)          // length now 1
    rts    pc
2:
    sub    r1,r2             // how much too big???
    movfi  fr1,r3
    add    r3,(r4)           // new starting address
    movfi  fr0,r3            // get length again
    sub    r2,r3
    mov    r3,-(r4)          // new length
    rts    pc
```

```
 .globl WRITF,WRITFN,WRITFS,WRITFE
 .globl FD,FDO,putc
 .text

WRITF:
   mov    $FD,r2
   add    (r4)+,r2
   mov    (r2),WRITFILE
   rts    pc
 .data
WRITFILE:  0


 .globl nodigit,floter,ERROR
 .text
WRITFN:

     mov $wnumbr,r3
     jsr pc,floter



   1:
     mov $wnumbr,r3
     mov nodigit,r2
  1:
     movb  (r3)+,r0
     mov    WRITFILE,2f
     jsr  r5,putc; 2:  0
     sob r2,1b
     movb $' ,r0
     mov    WRITFILE,2f
     jsr  r5,putc; 2:  0
     rts pc

wnumbr:  .=.+24.



 .globl ERROR
 .text
WRITFS:
     mov (r4)+,r1

     mov (r4)+,r2
   1:
     mov    WRITFILE,2f
     movb (r2)+,r0
     beq 5f
     jsr   r5,putc; 2:  0
     sob r1,1b

     rts pc
   5:
```

```
        movb $' ,r0
        mov    WRITFILE,2f
        jsr    r5,putc; 2:  0
        sob r1,5b
        rts pc

WRITFE:

      movb   $'0r0
      mov    WRITFILE,2f
      jsr    r5,putc; 2:  0
      rts    pc
```

```
 .globl asc
 .text
asc:
   tst  (r4)+        / pop stack
   mov  (r4)+,r1     / address of string
   movb (r1),r2      / retrieve character
   movif r2,fr0      / convert into a floating pt number
   rts  pc           / for return
```

```
/   f = atof(p)
/   char *p;

ldfps = 170100^tst
stfps = 170200^tst

 .globl atof


atof:
    stfps   -(sp)
    ldfps   $200
    movf    fr1,-(sp)
    clr -(sp)
    clrf    fr0
    clr r2
    mov (r4)+,r3
1:
    movb    (r3)+,r0
    cmp $' ,r0
    beq 1b
    cmpb    r0,$'-
    bne 2f
    inc (sp)
1:
    movb    (r3)+,r0
2:
    sub $'0,r0
    cmp r0,$9.
    bhi 2f
    jsr pc,digitaf
        br 1b
    inc r2
    br  1b
2:
    cmpb    r0,$'.-'0
    bne 2f
1:
    movb    (r3)+,r0
    sub $'0,r0
    cmp r0,$9.
    bhi 2f
    jsr pc,digitaf
        dec r2
    br  1b
2:
    cmpb    r0,$'E-'0
    beq 3f
    cmpb    r0,$'e-'0
    bne 1f
 3:
    clr r4
```

```
	clr r1
	cmpb	(r3),$'-
	bne 3f
	inc r4
	inc r3
3:
	movb	(r3)+,r0
	sub $'0,r0
	cmp r0,$9.
	bhi 3f
	mul $10.,r1
	add r0,r1
	br  3b
3:
	tst r4
	bne 3f
	neg r1
3:
	sub r1,r2
1:
	movf	$one,fr1
	mov r2,-(sp)
	beq 2f
	bgt 1f
	neg r2
1:
	cmp r2,$38.
	blos	1f
	clrf	fr0
	tst (sp)+
	bmi outaf
	movf	$huge,fr0
	br  outaf
1:
	mulf	$ten,fr1
	sob r2,1b
2:
	tst (sp)+
	bge 1f
	divf	fr1,fr0
	br  2f
1:
	mulf	fr1,fr0
	cfcc
	bvc 2f
	movf	$huge,fr0
2:
outaf:
	tst (sp)+
	beq 1f
	negf	fr0
1:
	movf	(sp)+,fr1
	ldfps	(sp)+
```

```
	rts pc
/
/
digitaf:
	cmpf	$big,fr0
	cfcc
	blt 1f
	mulf	$ten,fr0
	movif	r0,fr1
	addf	fr1,fr0
	rts pc
1:
	add $2,(sp)
	rts pc
/
/
one	= 40200
ten	= 41040
big	= 56200
huge	= 77777
```

```
 .globl chr
 .text
chr:
    movf  *(r4)+,fr0      // get number desired
    movfi fr0,r2
    bit   $0177,r2        / guarantee a valid character
    movb  r2,chr←
    mov   $chr←,-(r4)
    mov   $1,-(r4)        / leave address and length 1 on stack
    rts   pc

chr←: 0
```

```
 .globl col
 .globl nodigit
 .text
col:
    movf   *(r4)+,fr0
    movfi  fr0,r1
    mov    r1,nodigit
    rts    pc
```

```
 .globl  cosh
 .globl  exp
cosh:        // cosh funct   .5*(e**u+e**-u)
   movf  fr0,coshsave
   jsr   pc,exp
   movf  fr0,cosharg1
   movf  coshsave,fr0
   negf  fr0
   jsr   pc,exp
   addf  cosharg1,fr0
   mulf  onehalf←,fr0
   rts   pc
coshsave:    .=.+8.
cosharg1:    .=.+8.
onehalf←:  040000; 0; 0; 0
```

```
 .globl danrdr
 .globl DATCNT,DATAEND,DATA
 .text
danrdr:
   mov   DATCNT,r2
   add   $8.,r2
   cmp   r2,$DATAEND
   blt   1f
   mov $DATA,r2
   mov $2,r0
   mov $3f,4f
   sys write; 4:  0;   56.
   br 1f
3:
   <\n***RUN ERROR*** no num data num restore issued\n\0>
   .even
1:
   movf *r2,fr0
   movf fr0,*(r4)+
   mov   r2,DATCNT
   rts   pc
```

```
 .globl  datrdr
 .globl  STRNEXT,STRDATA,STREND,strmv
 .text
datrdr:

   mov   (r4),r3
   add   STRNEXT,r3
   cmp   $STREND-2,r3
   bge   1f
   mov   $2,r0
   mov   $3f,4f
   sys   write; 4: 0; 54.
   mov   $STRDATA,STRNEXT
   br    1f
  3:
  <\n***RUN ERROR*** no str data str restore issued\n\0>;
  .even
  1:
   mov   (r4),r3          //  save length
   mov   STRNEXT,-(r4)    // move next data address into stack
   mov   r3,-(r4)         // duplicate string length for strmov
   jsr   pc,strmv
   dec   r0
   tstb  (r0)+       //  did we read a while string??
   beq   1f
  2:
   tstb  (r0)+       //  NO look for the end of this string
   bne   2b
  1:
   mov   r0,STRNEXT
   rts   pc
```

```
ldfps = 170100↑tst
stfps = 170200↑tst
/ ftoa -- basic g fp conversion

 .globl    nodigit


/ ecvt converts fr0 into decimal
/ the string of converted digits is pointed to by r0.
/ the number of digits are specified by nodigit
/ r2 contains the decimal point
/ r1 contains the sign



fcvt:
   clr eflag
   br  1f
ecvt:
   mov $1,eflag
1:
   stfps   -(sp)
   ldfps   $200
   movf    fr0,-(sp)
   movf    fr1,-(sp)
   mov r3,-(sp)
   mov $buf,r1
   clr r2
   clr sign
   tstf    fr0
   cfcc
   beq zer
   bgt 1f
   inc sign
   negf    fr0
1:
   modf    $one,fr0
   tstf    fr1
   cfcc
   beq lss

gtr:
   movf    fr0,-(sp)
   movf    fr1,fr0
1:
   mov $buftop,r3
1:
   modf    tenth,fr0
   movf    fr0,fr2
   movf    fr1,fr0
   addf    $epsilon,fr2
   modf    $ten,fr2
   movfi   fr3,r0
```

```
	add $'0,r0
	movb	r0,-(r3)
	inc r2
	tstf	fr0
	cfcc
	bne 1b
/
	mov $buf,r1
1:
	movb	(r3)+,(r1)+
	cmp r3,$buftop
	blo 1b
/
	movf	(sp)+,fr0
	br  pad

zer:
	inc r2
	br  pad

lss:
	dec r2
	modf	$ten,fr0
	tstf	fr1
	cfcc
	beq lss
	inc r2
	jsr pc,digit1

pad:
	jsr pc,digit
		br out
	br  pad

digit:
	cmp r1,$buftop
	bhis	1f
	add $2,(sp)
	modf	$ten,fr0

digit1:
	movfi	fr1,r0
	add $'0,r0
	movb	r0,(r1)+
1:
	rts pc
/
out:
	mov $buf,r0
	add nodigit,r0
	tst eflag
	bne 1f
	add r2,r0
1:
```

```
    cmp r0,$buf
    blo outout
    movb    (r0),r3
    add $5,r3
    movb    r3,(r0)
1:
    cmpb    (r0),$'9
    ble 1f
    movb    $'0,(r0)
    cmp r0,$buf
    blos    2f
    incb    -(r0)
    br  1b
2:
    movb    $'1,(r0)
    inc r2
1:
outout:
    mov sign,r1
    mov nodigit,r0
    tst eflag
    bne 1f
    add r2,r0
1:
    clrb    buf(r0)
    mov $buf,r0
    mov (sp)+,r3
    movf    (sp)+,fr1
    movf    (sp)+,fr0
    ldfps   (sp)+
    rts pc

epsilon = 037114
one     = 40200
ten     = 41040
     .data
tenth: 037314; 146314; 146314; 146315
nodigit:10.
     .bss
buf:     .=.+40.
buftop:
sign:    .=.+2
eflag:   .=.+2
     .text
/ C library-- floating output

 .globl     floter


floter:
1:
    movf    *(r4)+,fr0
    jsr pc,fcvt
    tst r1
```

```
    beq 1f
    movb    $'-,(r3)+
1:
    tst r2
    bgt 1f
    movb    $'0,(r3)+
1:
    cmp nodigit,r2
    jle 6f
    mov r2,r1
    ble 1f
2:
    movb    (r0)+,(r3)+
    sob r1,2b
1:
    mov nodigit,r1
    beq 1f
    movb    $'.,(r3)+
1:
    neg r2
    ble 1f
2:
    dec r1
    blt 1f
    movb    $'0,(r3)+
    sob r2,2b
1:
    tst r1
    ble 2f
1:
    movb    (r0)+,(r3)+
    sob r1,1b
2:
    rts pc

6:
    movb $'?,(r3)+
    sob r2,6b
    rts pc

pscien:
    mov r0,nodigit
    tst r2
    bne 1f
    mov $6,nodigit
1:
    movf    (r4)+,fr0
    jsr pc,ecvt
    tst r1
    beq 1f
    movb    $'-,(r3)+
1:
    movb    (r0)+,(r3)+
    movb    $'.,(r3)+
```

```
	mov nodigit,r1
	dec r1
	ble 1f
2:
	movb	(r0)+,(r3)+
	sob r1,2b
1:
	movb	$'e,(r3)+
	dec r2
	mov r2,r1
	bge 1f
	movb	$'-,(r3)+
	neg r1
	br  2f
1:
	movb	$'+,(r3)+
2:
	clr r0
	div $10.,r0
	add $'0,r0
	movb	r0,(r3)+
	add $'0,r1
	movb	r1,(r3)+
	rts pc
```

```
 .globl int
 .text
one = 040200
int:
    movf  *(r4)+,fr0
    modf  $one,fr0
    movf  fr1,fr0
    tstf     fr0
    cfcc
    bge      1f
    sub      $one,fr0
1:
    rts pc
```

```
 .globl  len,length
 .text
len:
length:

    tst (r4)+        /pop off default length
    mov (r4),r2 /copy address
    clr r0
1:
    tstb (r2)+
    beq 2f
    inc r0
    br 1b
2:
    movif r0,fr0          // length now in fr0 for return
    rts pc
```

```
 .globl lindmp
 .globl stdout
 .text


lindmp:
      mov   $1,r0
      movb $'01ch
      sys write; lch; 1
      mov   $80.,stdout+2
      rts pc

lch:  .=.+2
```

```
 .globl mod
one = 040200
 .text
mod:
    movf    *2(r4),fr0
    divf    *(r4),fr0
    modf    $one,fr0
    mulf    *(r4),fr1
    tst     *(r4)+          // pop stack
    movf    *(r4),fr0
    subf    fr1,fr0
    rts     pc
```

```
 .globl nbrrdr
 .globl numbst,ERROR
 .text
nbrrdr:
    mov $numbst,r3
    mov $23.,r1        /length of number limited to 23 digits
    clr r2
1:
    mov $0,r0              /standard input
    sys read; rch; 1
    bes  badread
    cmpb $'9,rch
    blt 6f
    cmpb $'0,rch
    bgt 2f
    movb rch,(r3)+
    sob r1,1b
    br 6f
2:
    cmpb $' ,rch
    beq 3f
    cmpb $'\t,rch
    beq 3f
    cmpb $'.,rch
    beq 5f
    cmpb $'-,rch
    beq 4f
    cmpb $'+,rch
    beq 3f
    br 6f
3:
    cmp r3,$numbst
    beq 1b
    cmp r3,$numbst+1
    bne 6f
    tst r2
    bne 6f
    sob r1,1b
4:
    cmp r3,$numbst
    bne 6f
    movb rch,(r3)+
    br 1b
5:
    tst r2
    bne 6f
    movb rch,(r3)+
    inc r2
    sob r1,1b
6:
    tst r2
    bne 2f
    movb $'.,(r3)+
```

```
2:
    movb $'\0,(r3)
    mov  $numbst,-(r4)
    rts  pc
badread:
    jsr r5,ERROR
<ERROR bad system call  nbrrdr\n\0>
 .even
 .data
rch:     .=.+2
numbst:  .=.+40.
```

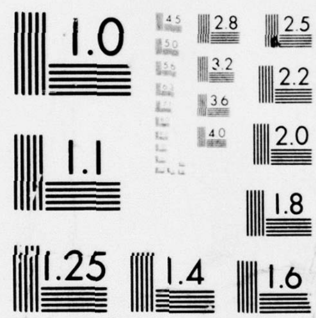
```
 .globl numptr
 .globl numbr,nodigit,stdout,floter,lindmp,ERROR
 .text

numptr:
      mov $numbr,r3
      jsr pc,floter

      sub nodigit,stdout+2
      tst stdout+2
      bgt 1f
      jsr pc,lindmp
      mov $80.,stdout+2

   1:
      mov $numbr,r3
      mov nodigit,r2
  2:
      mov  $1,r0
      movb (r3)+,nch
      sys write; nch; 1
      sob r2,2b
      mov  $1,r0
      movb $' ,nch
      sys write ; nch; 1
      rts pc

nch:  .=.+2
```

AD-A044 366 NAVAL POSTGRADUATE SCHOOL MONTEREY CALIF F/G 9/2
AN EXTENDED BASIC COMPILER WITH GRAPHICS INTERFACE FOR THE PDP---ETC(U)
JUN 77 M D ROBERTSON

UNCLASSIFIED NL

3 OF 3
AD
A044 366

END
DATE
FILMED
10-77
DDC



MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

```
 .globl rad,deg
 .text
rad:
   mulf  pi←,fr0
   rts   pc
pi←:      036616; 0175065; 011224; 0164706

deg:
        mulf  rd←,fr0
        rts   pc
rd←:         041545; 027340; 0151436; 07703
```

```
 .globl rnd
 .globl rand
maxplusone = 044000
rnd:
    jsr     pc,rand
    movif   r0,fr0
    divf    $maxplusone,fr0
    rts     pc
```

```
 .globl sinh
 .globl exp
 .text
onehalf = 040000
sinh:        // sinh funct    .5*(e**u-e**-u)
   movf  fr0,sinhsave
   negf  fr0
   jsr   pc,exp
   movf  fr0,sinhargl
   movf  sinhsave,fr0
   jsr   pc,exp
   subf  sinhargl,fr0
   mulf  onehalf,fr0
   rts   pc
sinhsave:    .=.+8.
sinhargl:    .=.+8.
```

```
 .globl strcmp
 .text
strcmp:

    mov (r4)+,r2
    mov (r4)+,r1
    mov (r4)+,r3
    mov (r4)+,r0
    clr r2
    clr r3
1:
    movb (r0)+,r2
    beq  2f
    movb (r1)+,r3
    beq 5f
    cmpb r2,r3
    blt 4f
    bgt 5f
    br 1b
2:
    movb (r1)+,r3        /check to make sure not equal
    bne 4f
    mov $0,-(r4)              / set flag to equal
    rts pc
4:
    mov $1,r3        / set less than
    neg r3       / -1 is less than
    mov r3,-(r4)
    rts pc
5:
    mov $1,-(r4)
    rts pc
```

```
 .globl   strdmp
 .globl   stdout,ch,numbr,lindmp,ERROR
 .text
strdmp:
      mov (r4)+,r3
      mov r3,r1
      sub r3,stdout+2
      tst stdout+2
      bgt 1f          / need a newline
      jsr pc,lindmp
      mov $80.,stdout+2

    1:mov (r4)+,r2
    2:
      mov   $1,r0
      movb (r2)+,ch
      beq 5f
      sys write; ch; 1
      sob r1,2b

      rts pc
    5:
      mov  $1,r0
      movb $' ,ch
      sys write ; ch; 1
      sob r1,5b
      rts pc

  .data
numbr:    .=.+20.
ch:       .=.+2
stdout: 1; 80 .; 0
```

```
 .globl strrdr
 .globl ERROR
 .text
strrdr:

    mov (r4)+,r1          /length to be read
    mov (r4)+,r2          /address
1:
    mov $0,r0             /default input
    sys read ; srch; 1
    bes  badread
    cmpb $'\n,srch
    beq 2f
    cmpb $'",srch
    beq 2f
    movb srch,(r2)+       /put character in place
    sob  r1,1b            /string full yet?
2:  movb $'\0,(r2)       /all strings end in null
    rts pc
badread:
    jsr   r5,ERROR
    <ERROR  bad system call  strrdr\n\0>;  .even

srch:    .=.+2
```

```
 .globl tab
 .globl stdout
 .text
tab:
   movf    *(r4)+,fr0         // tab value
   movfi   fr0,r3
  1:
   cmp     $80.,r3
   bge     2f
   sub     $80.,r3
   br      1b
  2:
   mov     stdout+2,r2            // char left
   mov     $80.,r1
   sub     r3,r1              // char needed at end
   cmp     r1,r2
   blt     3f        // if ge or gt  already there or past
   mov     r1,stdout+2        // new end
   sub     r1,r2              // how many blanks?
   mov     stdout,r0
4:
   movb    $' ,tch
   sys     write; tch; 1
   sob     r2,4b
  3:
   rts     pc

  .data
tch:     .=.+2
```

```
 .globl tan
 .globl cos,sin
 .text
tan:       //  tan function  sin/cos
 .globl cos,sin
   movf  fr0,tansave
   jsr   pc,cos
   movf  fr0,tancos
   movf  tansave,fr0
   jsr   pc,sin
   movf tancos,fr1      // test for div by 0 ans infinity
   tstf  fr1
   cfcc
   beq 1f
   divf  fr1,fr0
   rts   pc
  1:
   movf  hugeest,fr1
   tstf  fr0            // plus or minus infinity??
   cfcc
   bge   2f
   negf  fr1
  2:
   movf fr1,fr0
   rts  pc
tansave:   .=.+8.
tancos:    .=.+8.
hugeest: 077777; 177777;177777; 177777
```

```
 .globl val
 .text
val:
    mov $numvst,r3
    tst (r4)+              / pop stack
    mov (r4)+,r0               / get starting address
    mov $22.,r1       /length of number linited to 22 digits
    clr r2
    movb  $'0,(r3)+        / insure at least a zero
1:
    movb (r0)+,vch
    cmpb $'9,vch
    blt 6f
    cmpb $'0,vch
    bgt 2f
    movb vch,(r3)+
    sob r1,1b
    br 6f
2:
    cmpb $'  ,vch
    beq 3f
    cmpb $'  ,vch
    beq 3f
    cmpb $'.,vch
    beq 5f
    cmpb $'-,vch
    beq 4f
    cmpb $'+,vch
    beq 3f
    br 6f
3:
    cmp r3,$numvst
    beq 1b
    cmp r3,$numvst+1
    bne 6f
    tst r2
    bne 6f
    sob r1,1b
4:
    cmp r3,$numvst
    bne 6f
    movb vch,(r3)+
    br 1b
5:
    tst r2
    bne 6f
    movb vch,(r3)+
    inc r2
    sob r1,1b
6:
    tst r2
    bne 2f
    movb $'.,(r3)+
```

```
2:
    movb $'0,(r3)
    mov  $numvst,-(r4)
    rts  pc

 .data
vch:      .=.+2
numvst:    .=.+24.
```

```
int cflag;
int lflag;
int oflag;
int rflag;
int sflag;
int tflag;
int vflag;
char *av[50];
char *bprog;
char *llist[50];
char *g1 "/usr/graph/conie.o";
char *g2 "/usr/lib/libt.a";
char *g3 "/usr/graph/rmtksub.o";
char *g4 "/usr/graph/moresub.o";
char *g5 "/usr/graph/vg.a";
char *pass0 "/usr/basic/baxcompS";
char *pass1 "/bin/as";
char *pass2 "/bin/ld";
char *pass3 "/bin/rm";
char ts[1000];
char *tsp ts;

main (argc, argv)
char *argv[ ]; {
   char *t;
   int i, j, bflag, nl, nxo;

   i=bflag=nl=nxo=0;
   while (++i < argc) {
        if (argv[i] [0] == '-')
             switch (argv[i] [1]) {
                  default:
                       goto passa;
                  case 'S':       //produce as-language file
                       sflag++;
                       bflag++;
                       break;
                  case 'o':       //produce object file
                       oflag++;
                       break;
                  case 'C':       //append C library for loader
                       lflag++;
                       break;
                  case 'c':       //append conographics library
                       cflag++;
                       lflag++;
```

```
                    break;
                case 't':        //append tektronics library
                    tflag++;
                    lflag++;
                    break;
                case 'r':        //append ramtek library
                    rflag++;
                    lflag++;
                    break;
                case 'v':        //append v g library
                    vflag++;
                    lflag++;
                    break;
            }
        else {
        passa:
            t = argv[i];
            if (getsuf(t)=='b') {    //is file.b an argument?
                bflag++;
                bprog = t;
                t = setsuf(t,'o');  //if so, create file.o
            }
            if (nodup(llist,t)) {    //does file.? exist as a
                llist[nl++] = t;     // previous argument?
                if (getsuf(t) == 'o')    //is argument file.o?
                    nxo++;
            }
        }
    }
    if (!bflag)
        goto nocom;          //no file.b source program
    av[0] = "baxcomp";       // available for compilation
    av[1] = bprog;
    av[2] = 0;
    if (callsys(pass0,av) != 0) {
    printf("Procedure terminated at compilation state.\n");
        exit( );
    }
    if (!(bflag||oflag)) exit( );
    t = setsuf(bprog,'s');
    av[0] = "as";
    av[1] = "-";
    av[2] = t;
    av[3] = 0;
    callsys(pass1,av);
    if (oflag) {
        t = setsuf(bprog,'o');
        unlink(t);
        if (link("a.out",t))
            printf("link fail %s\n",t);
        unlink("a.out");
        exit();
    }
    nocom:
```

```
    i = 0;
    av[0] = "ld";
    av[1] = "-X";
    if (!bflag)
        av[2] = t;
    else
        av[2] = "a.out";
    av[3] = "/usr/basic/basiclib.a";
    j = 4;
    while (j<nl+3)
        av[j++] = llist[++i];
    if (cflag)
        av[j++] = gl;
    if (tflag) {            //three passes are needed due to
        av[j++] = g2;       //archiving of library
        av[j++] = g2;
        av[j++] = g2;
    }
    if (rflag) {
        av[j++] = g3;
        av[j++] = g4;
    }
    if (vflag)
        av[j++] = g5;
    if (lflag)
        av[j++] = "-lc";
    av[j++] = "-la";
    av[j++] = 0;
    if (callsys(pass2,av) != 0) {
        printf("Procedure terminated at load state.\n");
        exit( );
    }
    if (sflag) exit( );
    t = setsuf(t,'s');
    av[0] = "rm";
    av[1] = t;
    av[2] = 0;
    callsys(pass3,av);  //remove file.s since not specified
    exit( );
}

getsuf(as)
char as[];
{
    register int c;
    register char *s;
    register int t;

    s = as;
    c = 0;
    while(t = *s++)
        if (t=='/')
            c = 0;
        else
```

```
		c++;
	s =- 3;
	if (c<=14 && c>2 && *s++=='.')
		return(*s);
	return(0);
}

setsuf(as, ch)
char as[];
{
	register char *s, *s1;

	s = s1 = copy(as);
	while(*s)
		if (*s++ == '/')
			s1 = s;
	s[-1] = ch;
	return(s1);
}

callsys(f, v)
char f[], *v[]; {
	int t, status;

	if ((t=fork())==0) {
		execv(f, v);
		printf("Can't find %s\n", f);
		exit(1);
	} else
		if (t == -1) {
			printf("Try again\n");
			return(1);
		}
	while(t!=wait(&status));
	if ((t=(status&0377)) != 0 && t!=14) {
		if (t!=2)		/* interrupt */
			printf("Fatal error in %s\n", f);
		exit();
	}
	return((status>>8) & 0377);
}

copy(as)
char as[];
{
	register char *otsp, *s;

	otsp = tsp;
	s = as;
	while(*tsp++ = *s++);
	return(otsp);
}

nodup(l, os)
```

```
char **l, *os;
{
    register char *t, *s;
    register int c;

    s = os;
    if (getsuf(s) != 'o')
        return(1);
    while(t = *l++) {
        while(c = *s++)
            if (c != *t++)
                break;
        if (*t=='\0' && c=='\0')
            return(0);
        s = os;
    }
    return(1);
}
```

BIBLIOGRAPHY

1. Eubanks, G. E., A Microprocessor Implementation of Extended Basic, M. S. Thesis, Naval Postgraduate School, Monterey, California, 1976.

2. Proposed American National Standard Programming Language for Minimal BASIC, Report X3J2/76-01, 76-01-01, (Revision of X3J2/75-31).

3. Lientz, B. P., "A Comparitive Evaluation of Versions of BASIC", Communications of the ACM, April 1976.

4. Richie, D. M. and Thompson, K., The UNIX Time-Sharing System, Bell Laboratories, Murray Hill, New Jersey, 1974.

5. Albrecht, R. L., Finkel, L. and Brown, J. R., BASIC, A Self-Contained Instruction Program, Wiley , 1973.

6. Johnson, S. C., YACC - Yet Another Compiler-Compiler, Bell Laboratories, Murray Hill, New Jersey, 1974.

7. Richie, D. M., UNIX Assembler Reference Manual, Bell Laboratories, Murray Hill, New Jersey, 1974.

8. Pratt, T. W., Programming Languages: Design and Implementation, Prentice Hall, 1975.

9. Thompson, K. and Ritchie, D. M., UNIX Programmers Manual, Sixth Edition, Bell Laboratories, Murray Hill, New Jersey, 1974.

10. TEKTRONIX PLOT-10 Terminal Control System, User's Manual, Number 062-1474-00, TEKTRONIX, Inc., Beaverton, Oregon, 1974.

11. Ritchie, D. M., C Reference Manual, Bell Telephone Laboratories, Murray Hill, New Jersey, 1974.

12. Thomoson, K. and Richie, D. M., UNIX Programmers Manual, Section FC(I), Sixth Edition, Bell Laboratories, Murray Hill, New Jersey, 1974.

13. Kernigan, B. W., RATFOR - A Preprocessor for a Rational Fortran, Bell Laboratories, Murray Hill, New Jersey, 1974.

INITIAL DISTRIBUTION LIST

		No. Copies
1.	Defense Documentation Center Cameron Station Alexandria, Virginia 22314	2
2.	Library, Code 0212 Naval Postgraduate School Monterey, California 93940	2
3.	Department Chairman, Code 52 Department of Computer Science Naval Postgraduate School Monterey, California 93940	1
4.	LT Lyle V. Rich, USN Supply Officer USS DUBUQUE (LPD 8) FPO San Francisco 96601	1
5.	LT Gary M. Raetz, USN, Code 52Rr Department of Computer Science Naval Postgraduate School Monterey, California 93940	1
6.	Computer Laboratory, Code 52 Department of Computer Science Naval Postgraduate School Monterey, California 93940	2
7.	LT Michael D. Robertson, USN Department Head Course Surface Warfare Officers School Newport, Rhode Island 02840	1