# Compiler Construction

 $\sim$  Pretty Printer  $\backsim$ 

#### **Problems statement**

#### How to ensure that the beginning of the compiler is correct?



How to check that the translation from parse tree to ast is correct?

 $\Rightarrow$  How to process the AST?

#### The pretty-printer

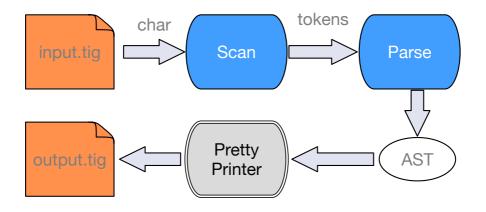
A pretty-printer converts source-code into source-code that respects a coding-style.

A coding style fixes:

- indentation
- spaces before or after parenthesis
- remove empty lines, multiple consecutive spaces
- block indentation
- ...

 $\Rightarrow$  The pretty-printer will walk the entire AST, and produce an **equivalent but formatted** output

#### How does this help us?



If the input file respects the coding style, the output file must be identical!

#### Pretty-printer for our C++ AST (1/3)

```
class Exp
{
public:
    virtual ostream& print(ostream& o) const = 0;
};
```

Use dynamic dispatch!

#### Pretty-printer for our C++ AST (2/3)

```
class Num : public Exp
public:
  Num(int val)
    : Exp(), val_(val)
  ostream& print(ostream& o) const override
    return o << val ;</pre>
private:
  int val;
```

#### Pretty-printer for our C++ AST (3/3)

```
class Bin : public Exp {
public:
  /* Ctors, Dtors & Getters */
  ostream& print(ostream& o) const override
     o << '('; lhs ->print(o);
     o << oper_;
     rhs ->print(o);
     return o << ')';
private:
  char oper_;
 Exp* lhs; Exp* rhs;
```

## **Testing our pretty-printer**

```
int main()
 Bin^* bin = new Bin(
    '+',
    new Num(42),
    new Num(51)
  );
 Exp^* exp = bin;
  bin.print(cout)
 exp.print(cout)
 delete bin;
```

```
(42+51)
(42+51)
```

## **Summary**

