COSC 480 – Compilers
Milestone 3

Phases Covered: Code Generation

In this final milestone, you will take the intermediate code you generated in Milestone 2 and convert it into another language. My suggestion is that you do the translation into JAVA as it will probably be quickest for you to implement. We will take a look at a variety of ways that this is accomplished, but by in large this will be done by hand. While not terribly difficult, this can be a tedious, time consuming task so do not put it off.

Code and output must be printed out to be turned in and each source file must contain a header with names, email addresses, date and time. In addition, all source files must be turned in via Digital Dropbox by the deadline noted below. Physical copies must be highlighted or otherwise flagged to show where your error conditions required are met. There will be no late milestones accepted. Physical copies are due at the start of the class following the deadline. If the physical copies and the Digital Dropbox copies differ in any way, it will result in a 0 for the milestone. Not following the proper format of the turnin will result in a 0 for the milestone.

All code must be well documented.

The highlighting and flagging of your physical turn in is very important in this milestone and in the final milestone. You must be able to show me, without being here, all that your code can do. Note that this is what I think is important (see below) versus what you think is important.

Evaluation of this Milestone:

> Proper creation of valid final code
> Turn in format

DUE: April 29th, at 11:59pm in the Digital Dropbox. Physical copies due in class April 30th.

This and all the other milestone documents, grammars and other project information are adapted from course material by Dr. Harold Grossman, School of Computing, Clemson University.